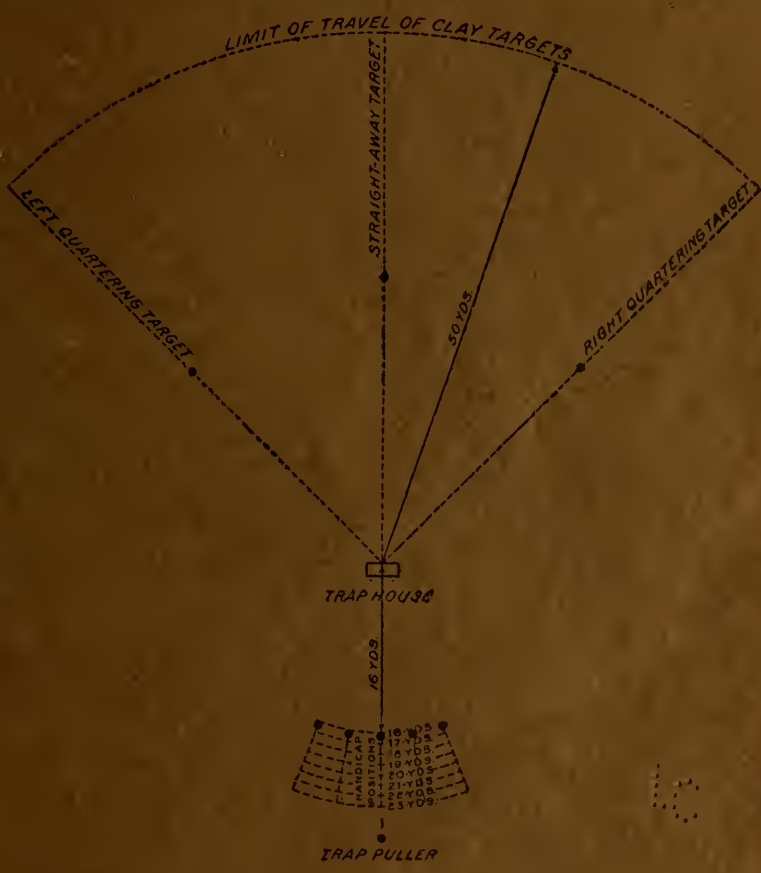


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TRAPSHOOTING CLUB HANDBOOK



LAYOUT FOR TRAP SHOOTING



**HOW TO
ORGANIZE,
EQUIP
AND
CONDUCT
TRAPSHOOTING CLUBS**

LAYOUT OF GROUNDS

**INSTALLATION OF EXPERT AND
AUTOMATIC TRAPS**

THE HAND TRAP

**PLANS FOR ERECTION OF
CLUB HOUSES**

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WILMINGTON, DELAWARE

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INTRODUCTION



RAPSHOOTING has a quality that must be experienced to be appreciated. There is no sport better calculated to keep a man in good physical condition and in the best trim for brain work than that of trapshooting. Trapshooting, like any recreation with the shotgun, appeals to the virile man. It captures the heart and demands of its devotees quickness of hand and eye, developing speed of thought and nerves of steel. It is preeminently the sport for the busy man.

The purpose of this booklet, however, is not to expatiate on the pleasures derived from trapshooting, on the health to be gained by being drawn into the open air to engage in the sport or on the social side of a trapshooting organization. It has another mission; it is intended to help those desiring to organize, equip and conduct trapshooting clubs.

SECTION I

HOW TO ORGANIZE A TRAPSHOOTING CLUB

The First Move to Make

Understand first of all that no city or town is too small or too large to support a trapshooting club, and that the Du Pont Company stands ready to lend you any assistance and go so far as to send one of their expert trapshooters to help you whenever possible and at their expense.

Interview the local trapshooters, if any. If there are a few, or even a single trapshooter, in your town you should have no trouble. They will help. If no trapshooters, see the game shooters, the men who have found by experience the pleasure and benefit derived from a few hours spent with a shotgun. With game shooting diminishing and the restricted game seasons, these sportsmen will all join and help you to push the promotion of your club. If there are no trap or game shooters, see a few of your personal friends. Talk to them about the invigoration and pleasure derived from trapshooting. It will be an easy matter to interest a few. As soon as you have one or two besides yourself pledged to support the trapshooting movement you have a nucleus on which to work. Now begin your campaign to create interest. Ask the Du Pont Company to send, for distribution to those whom you think will be interested, their booklet entitled "The Sport Alluring," expatiating on the pleasures and benefits derived from the princely sport of trapshooting. This booklet in the hands of your prospective members will help you wonderfully.

Don't lose heart if you get a few rebuffs. You must expect these. Don't get discouraged if you are told that there used to be a club but that it disbanded due to lack of interest. Yours will be a club conducted along modern lines. The shooting will be cheapened as much as possible and trophies will be offered to stimulate interest. Doctors, lawyers, clergymen, and other professional men, even though not devotees of the shotgun, will become interested in the prospect of having a representative trapshooting club in their town at which they may occasionally indulge in a few hours of healthful recreation "in the open" with the shotgun and the elusive clay bird and at the same time secure practice for field shooting.

Another essential step to take in your preliminary efforts is to interest your local hardware and sporting goods dealers. An active trapshooting club will create for them an all-year-round demand for shells, targets, guns and other shooting accessories, and they will soon become boosters and work with you to the limit to promote the club.

Talk over the proposed movement with the editors of your local papers and explain to them the advantages of a trapshooting club to

the town. (See note page 42 explaining these advantages.) A few notes in your local paper will do a whole lot toward creating a demand for a local trapshooting club. If the prospects indicate sufficient interest to warrant continuing your movement, the next best step to take is to look around for suitable grounds so that you can be prepared to discuss this important subject when the first meeting to consider the situation is called.

SUITABLE GROUNDS

For your information the following suggestions are offered: Several points should be considered in the selection of your grounds. Accessibility, above everything else, is to be desired. This means much to the success of your Club. Locate your grounds within 10 or 15 minutes' walk of the heart of your business section, or within 5 or 10 minutes' ride on the trolley. It means a whole lot to the busy merchant or professional man if he can leave his business and be ready to shoot within 15 or 20 minutes' time. In large cities of course this is not practicable. In such cities, however, men are accustomed to long rides and loss of time on trolleys and they become reconciled to this.

Grounds should be chosen with dwellings, outbuildings, etc., not closer than 250 or 300 yards from the firing points. This reduces the element of danger. Remember that there is always a possibility of a charge of shot "balling." Also bear in mind the probability of being turned out to make room for the homes of a growing population in the near future. This may be eliminated if the club can purchase the land and hold it as a real estate speculation—this plan has been tried very successfully by a number of trapshooting clubs. The grounds may be sold at a good profit and with money in your treasury, others may be selected without much trouble.

Select grounds where the traps may be installed in a manner that will enable the shooters to face the northeast. The background is another important item—the clearer the background the easier seen will be the flight of the targets, better scores will be made and of course the more popular will be your club. Avoid throwing the targets in the direction of hillsides, trees, dwellings or anything else that precludes seeing the target clearly during its entire line of flight. A perfectly level field or meadow is the ideal background. Grounds where the targets are thrown over the water are recommended, although pick-ups are lost and such backgrounds are usually very deceptive to shooters.

After the question of grounds has been investigated, call your first meeting. In calling the meeting, use a form something like the following, mailing it to all whom you have interested and to those whom you think might be interested:

Suggested Form of Call for a Meeting

Dear Sir: You are cordially invited to attend a meeting to be held at (location) on (day of week) (date) at (hour) o'clock. The object of the meeting is to consider the proposition of organizing a trapshooting club. Such an organization will be a distinct advantage to our town (or city), affording us, as it will, the means of enjoying a harmless amusement and social intercourse not obtainable under any other conditions. Trusting you will cooperate with us, we remain, yours sincerely (have two or more signatures). Committee.

You should call this meeting to order yourself or get some other prominent citizen to do so and then elect a good, live, temporary chairman. Have the trapshooting movement placed before the meeting, and after a full discussion has been had, take the sense of the meeting as to whether or not the proposed movement is feasible, and if it is, whether or not a final organization should be perfected then and there, or the meeting adjourned to meet at a later date. The latter plan is probably more advisable as it gives time to think about the selection of officers and an opportunity to ratify the reports of the various committees, which committees should be appointed by the temporary chairman at the first meeting. Committees on Grounds, Constitution and By-Laws, etc., should be appointed.

If the time seems ripe the organization may be finally and successfully perfected at the first meeting, the officers chosen, etc. Do not forget to tell the newspapers about the proceedings—newspaper publicity and plenty of it will help wonderfully.

MATTERS OF IMPORTANCE FOR DISCUSSION AT THE MEETING

Initiation Fee—Yearly Dues

Discuss these important questions thoroughly at your meeting. Decide upon an amount which is necessary to provide a small working capital for the club, from which the trap and the first supply of targets may be bought. The majority of trapshooting clubs provide for yearly dues of \$2.00 only.

Cost of Targets

Discuss this thoroughly too. Make the cost of targets as low as possible to members. Some clubs find it possible to throw targets at $\frac{3}{4}$ c. each. The majority of clubs, however, charge 1c. a target, which

seems to be universally satisfactory. Of course in some localities, as in the far West, where the transportation costs on the targets are heavy, the targets necessarily cost more. It is well to settle the question of a differential in the cost of targets to members and to non-members, making a slight increased cost to non-members.

Constitution and By-Laws

Recommend a Constitution and By-Laws in line with those suggested in another part of the booklet.

Selection of Officers

Exercise the keenest discretion in the selection of your officers. Get men of good standing in the community. The office of Secretary is the one to which more attention should be given than to any other office. The success of a trapshooting club rests almost entirely with the Secretary. The Secretary should be an enthusiast, a hard worker and one willing to devote some of his spare moments to the club. The Secretary's duties are more arduous and numerous than those of any other official. Some clubs, as a mark of appreciation of the Secretary's services, compensate him by donating him his targets and shells for the club events.



SECTION II

THE EQUIPMENT

Traps

Presuming that your club is now organized, the question of equipment is then in order. A club may begin in a small way with one Expert trap, costing from \$4.50 to \$6.50 f. o. b. the factory, and still have sufficient equipment to afford plenty of amusement to a few shooters and make the initial cost of little consequence. Three Expert traps, set Sergeant System, are plenty of equipment for a good live club and will keep a squad of five fast shooters busy and make a very satisfactory equipment.

The Automatic Trap

If a club can afford it, the Automatic Trap is undoubtedly the most satisfactory trap to install. Automatic Traps are used exclusively at all of the big tournaments given by the Interstate Association, the governing body for trapshooting. They are also used by the larger trapshooting clubs and are rapidly supplanting the Expert Trap. There are two very satisfactory and highly recommended Automatic Traps on the market, viz. The Western McCrea, manufactured by the Western Cartridge Company of Alton, Ill., and The Ideal Leggett, manufactured by the Chamberlin Cartridge & Target Company of Cleveland, Ohio. The Western McCrea is sold outright to gun clubs at a price of \$35.00, and with an arm arrangement for throwing double targets at \$40.00. The Ideal Leggett Trap, which throws single or double targets, is leased to a club at a rental of \$30.00 for the first year and \$10.00 for each succeeding year with a refund of \$15.00 on return of the trap to the factory. From this trap, that is, the Ideal Leggett, only the Blue Rock target may be thrown. All of the above prices are f. o. b. the trap factories.

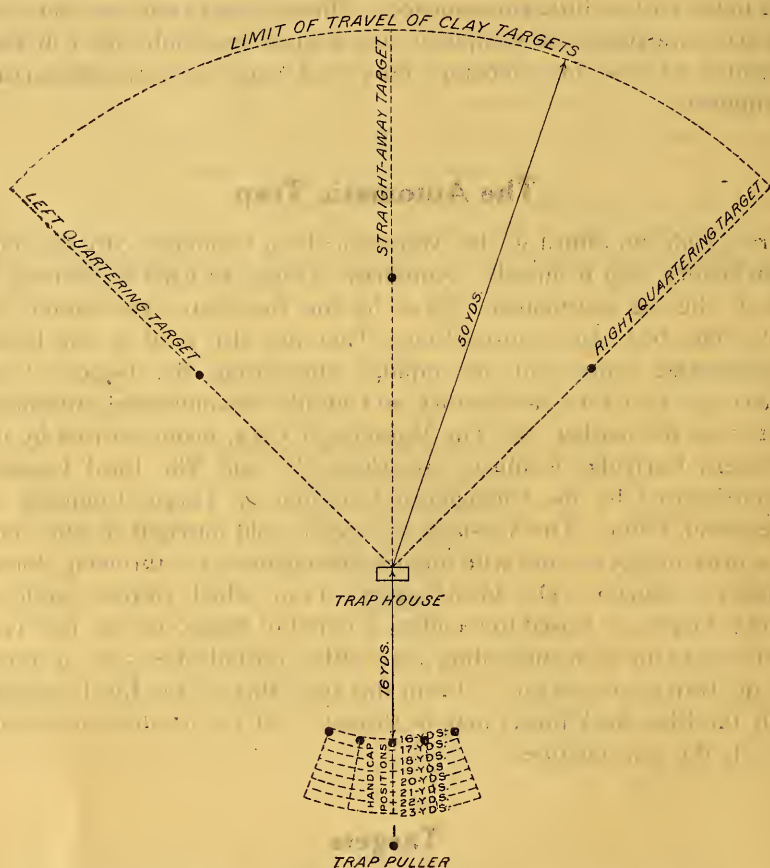
Targets

Two makes of targets are used principally—the White Flyer, manufactured by the Western Cartridge Company, Alton, Ill., and the Blue Rock made by the Chamberlin Cartridge & Target Company, Cleveland, Ohio.

Targets are sold f. o. b. the factory, and the cost to clubs therefore varies with the location of the club. An average price, however, would be something like the following:

East	\$4.50 to \$5.00 per M
Middle West.....	5.00 to 5.75 " "
Missouri River Points.....	5.75 to 6.25 " "
Western States.....	6.25 to 6.75 " "
Pacific Coast States.....	6.75 to 9.00 " "

Literature on traps and targets may be obtained through the Du Pont Powder Company at Wilmington, Del., or by applying direct to the trap and target companies.

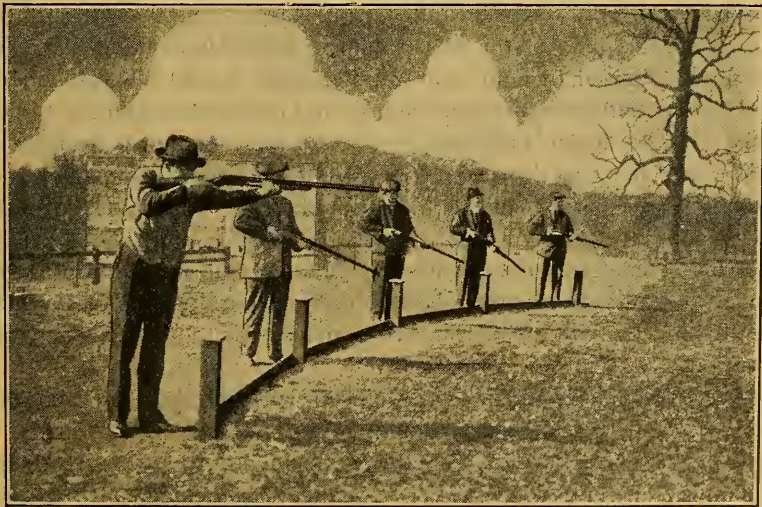


LAYOUT FOR TRAP SHOOTING

Layout of Grounds and Installation of Traps

Little, if any, difficulty will be experienced in installing your trap or traps and in laying out your grounds. The Du Pont Powder Company will furnish, free, blue prints showing how to erect trap houses, install one Expert Trap, three Expert Traps set Sergeant System, and the Automatic Traps. See pages 44 to 48 inclusive, for illustrations in miniature of the blue prints referred to.

The design on page 12 gives an exact idea of a trapshooting lay-out. As you will note, the distance from the firing points to the trap is 16 yards. The distance between the shooter's positions varies from 3 to 5 yards depending on the ground available. At tournaments and at most club shoots the shooting is conducted in squads of 5, shooter Number 1 starting at Number 1 peg, which is to the extreme left when facing the trap house. The trap manufacturers will supply suggestions for the erection of the trap house and the installation of the trap. Do not forget to install your trap or traps so that the shooters when in position will face the northeast. This means that when holding an all-day shoot the sun will not bother the contestants.



SQUAD OF SHOOTERS AT FIRING POINTS—NO. 5 SHOOTING

The Club House

Trapshooting being an all-year-round sport you are bound to encounter some rainy, or otherwise, inclement weather. Some consideration should therefore be given to providing a shelter from the elements, but this of course is not absolutely necessary. If your funds are such that they will permit of the erection of a club house or some shelter

bear in mind that you should not attempt to erect on too large a scale. It is a good plan to go slow, feeling your way, satisfying yourself at first with limited quarters. This is a very important consideration. Many clubs have disbanded due to the heavy expense incurred in building a spacious club house.

The Du Pont Company, at considerable expense, has prepared working plans of club houses costing from \$100.00 to \$1300.00. Note the designs on pages 51 to 64 inclusive. Working plans for erection of club houses will be furnished free by the Du Pont Company upon application. Your building committee will find these blue prints of value and are urged to apply for them.

SECTION III

CONDUCTING YOUR TRAPSHOOTING CLUB

Your trapshooting club is now thoroughly organized, your officers elected, your Constitution and By-Laws adopted, your grounds selected and laid out, your traps installed, your targets purchased, and your club house erected, if you have found it advisable to build one. You are now prepared to hold your regular club shoots. The manner in which you should conduct your club should next have serious consideration. On this depends the success of your club to a major degree.

The first thing to do is to ask the Du Pont Company to send you a book of Trapshooting Rules. You should know these rules thoroughly and so should your members. As a matter of fact, you should send for this rule booklet as soon as your trapshooting club is a certainty. The sooner you and the members have a thorough knowledge of the rules, the better. It will help you avoid many trying and embarrassing situations.

The Secretary should provide himself with the necessary books to keep record of the entries at shoots, the scores and records made, the stock of shells and targets, the expense incidental to shoots, etc. Such books may be obtained from the Sporting Weeklies or sporting goods stores. An inquiry to the Du Pont Company will bring a recommendation. Another suggestion to Secretaries is that they should bring plenty of money in change to the club shoots.

Aim to conduct your club so that the expense to the members will be reduced to a minimum. Charge your members not over 1c. apiece for targets and lower if possible. The same should apply to the cost of ammunition to the members. Stock the low brass or more inexpensive shells and sell a box of 25 to a member at not over 65c. Use loads of

3 drams of Dupont, Schultze or Empire powder or 24 grains of Ballistite with $1\frac{1}{8}$ oz. or $1\frac{1}{4}$ oz. of No. $7\frac{1}{2}$ chilled shot. These are the most popular loads on the market and are the profitable powders for you to stock as they will be demanded by your shooters.

The program for the club shoots should not call for over 25 targets to be shot in events of 5 targets each, or in two events of 10 targets and one event of 5 targets, or in events of 10 and 15 targets. Some small clubs shoot one man up at 5 targets. In any event conducting your program in the manner as suggested precludes the possibility of an enthusiast shooting too many targets. Trapshooting is one of the most fascinating sports and recreations, and unless some precautionary measures are taken, shooters are very liable to shoot too much for their purses. Always understand that a club is stronger and will live longer with 40 members shooting 25 targets each shooting day than a club with 10 members shooting 100 targets each shooting day.

TROPHIES

Some inexpensive trophies should be secured. Eliminate sweepstakes or shooting for money at your club shoots. The Du Pont Company each year donates to regularly organized active clubs attractive trophies. One may be obtained by applying to this Company's Sporting Powder Division at Wilmington, Del. In contesting for trophies of any description the shooters should be handicapped in such a manner as to enable the less skillful shot to have an equal chance with the better shot. In any trapshooting club it will be found that a few shooters will become proficient in breaking targets more quickly than others. The "Added-Target" System of Handicapping is used extensively and is quite satisfactory. An idea may be obtained from the following, which is a system arranged by the Du Pont Company and intended to cover a series of trophy shoots. It may also be used, as you will note, in a single event or shoot.

A Suggested System of "Added Target" Handicap for Trapshooting

Presuming the club is inaugurating a series of shoots for a trophy the plan is as follows:

At the beginning of the competition, each shooter starts with a handicap based on his previous record, handicapping himself for each succeeding event by the actual number of targets broken in the event immediately preceding—no shooter to receive more than 100 per cent, or a perfect score; that is, if a shooter in a 25-target race has a handicap of 7 "added targets" and breaks 20, he would be credited with a score of 25, but not 27 targets. The scale of this handicap, based on a 25-target event, is as follows:

A shooter breaking 23, 24 or 25 receives " o " added targets							
"	"	"	22	"	" 1 "	"	"
"	"	"	21	"	" 2 "	"	"
"	"	"	20	"	" 3 "	"	"
"	"	"	19	"	" 4 "	"	"
"	"	"	18	"	" 5 "	"	"
"	"	"	17	"	" 6 "	"	"
"	"	"	16	"	" 7 "	"	"
"	"	"	15	"	" 8 "	"	"

Explanation

From previous records "A" is a shooter averaging 23, or better, out of 25, hence according to above scale "A" will receive "o" added targets at the first shoot. At this first shoot he breaks but 20. Since he was to receive no added targets, his actual score for this shoot is 20, but his breaking only 20 entitles him on his next shoot to "3" added targets. At the next shoot he breaks 23—this with his handicap of "3" gives him a perfect score of 25—not 26. His breaking 23 again places him in the class where "o" added targets are given for the next succeeding shoot.

From previous records "B" is a shooter who averages 15 out of 25. This places "B" at the start in the class entitling him to "8" added targets. He breaks in his first race 17, which, with his handicap of "8," makes his score 25. However, his breaking 17 entitles him to but "6" added targets on his next shoot. At this shoot he breaks but 15, giving him a score of 21 and placing him again in the "15" class for the next shoot and entitled to "8" added targets. The winner of the series is the contestant having the highest total score in the specified number of events.

Example:—Suppose the series comprises ten trophy events at 25 targets each—the ten events to cover a period of ten or more club shooting days—the winner of the series will be the contestant making the highest total score in the ten events. For 50-target races doubling the number of added targets will give satisfactory results.

The distance handicap is another method of creating equality in trophy or prize contests—the scratch distance is 16 yards from the trap. The poorer shots stand at 16 yards while the better shots are handicapped at anywhere from 17 to 23 yards, varying of course with their ability. 23 yards is recognized as the extreme distance.

The best method, however, for club contests is generally conceded to be the Class System, which is, in brief, the grouping in classes all contestants of the same ability. This of course eliminates the handicap idea and is being used more by trapshooting clubs today than ever before. It is probably the cleanest method of arranging a competition. It is not

difficult to determine in what class a man should shoot and of course contestants are better satisfied when they know they are competing against shooters of their own ability.

The Du Pont Trapshooting Club, one of the largest trapshooting organizations in the world, classify their club shooters into five classes and offer a sterling silver spoon to the high gun in each class at their club shoots. The option of exchanging these spoons for knives or forks and other merchandise is also extended the members of this organization. An idea of the conditions governing the spoon contests may be obtained from the following:

"Club members only are eligible—shooters divided into 5 classes, A, B, C, D and E. Spoon shoots held 3 times a month and 1 spoon to be shot for in each class. Contests at 25 Targets in events of 10 and 15 targets over traps No. 1 and No. 2. Ties to be shot off the following week or on the day of the contest at the option of the shooters interested. Winning one spoon raises the shooter to the next higher class. If he does not win a spoon in this higher class in the 3 next spoon contests he is again placed in the next lower class. Winning two spoons in any one class, during one classification of shooters, places a shooter in the next higher class permanently. Contestants in Class A can win but two spoons per calendar month. Classification revised every 6 weeks."

Of course less expensive trophies are desirable for clubs just beginning as well as for clubs whose assets will only warrant a moderate expenditure for this purpose. It is not necessary to spend large sums of money for trophies. A bottle of gun oil, a gun cleaner, cleaning rod, box of shells or 100 targets, all make very desirable and acceptable prizes.

Another very attractive feature at the Du Pont Trapshooting Club is the Class Challenge and Championship Cups. The conditions governing these are as follows:

Challenge and Championship Cup for Each of the Club's Five Classes—Open to Members Only

Competition begins——when cups go into open competition. The first 25 targets shot at count. High score in each Class takes Cup and name is properly engraved and this winner is then subject to challenge. Each Class must have at least two contestants.

Challenges

Challenge matches at 50 targets. All challenges must be in writing. Loser pays for all targets including ties, if any are necessary. Holder must accept challenge and shoot within two weeks from the date of

challenge, otherwise the cup goes to the challenger but his name is not engraved. A shooter must defend the cup successfully or win it before it is counted a win and his name engraved on it.

If the holder is not challenged within three weeks from the date of his win the cup then goes into open competition.

Any contestant successfully defending a cup for three successive challenge matches must turn in the cup for open competition. After each cup has been won by ten different shooters the final ownership will be decided by the ten winners shooting off at 50 targets per man, distance handicap to govern.

Pullers and Trappers

This help will be needed and if you have one Expert Trap or one Automatic Trap installed, one puller and one trapper only will be required. If your equipment consists of 3 Expert traps an additional trapper-boy is necessary. Club members will generally be found willing to help with any of the work necessary for the proper conduct of the club.

Score Pads and Score Cards

Score pads and individual score cards may be obtained from the Du Pont Company without cost. The score pads are a great convenience to the Secretary.

Referees, Scorers and Squad Hustlers

These assistants will be necessary to the proper handling of your shoots and if selected by the Field Captain from the members present, it will enable the Club to reduce their operating expenses. When arranging for the opening shoot, ask the Du Pont Company or some ammunition or gun company to send one of their representatives. His presence will cost you nothing and these skilled experts can remove any obstacles that may have arisen and start you off properly. As these men travel almost continuously, advance notice of at least two weeks should be given the companies they represent.

Regulation of Traps

Regulate your traps so as to throw a target regulation in height and angle but not to go over 40 or 45 yards, better 30 or 35 yards at first. Beginners soon tire of shooting holes in the air. At the big tournaments the targets are seldom thrown over 50 yards, so, at the beginning you are privileged to throw 40 yard targets with the angles not too sharp. Throw your targets so the contestants can break them.

KEEPING UP INTEREST

You will find a little deviation from the usual trend of club shoots will help to incite more additional interest. As a further evidence of their willingness to assist trapshooting clubs the Du Pont Company has prepared the following suggestions which if put into practice may be found to be beneficial to the club:

Dinner Shoot Between Members

Losing Team To Pay For Dinners of Winners

Choose two Captains and name each team, say, Red and Blue Team for example. The Captains to draw lots for first choice for team members, selecting the members alternately from gun club roster. Give the event plenty of newspaper publicity and make sure that the Captains get out their team members for the shoot. Make program small, 25 targets per man.

Novelty Shoot

Classify members according to their ability into 5 classes—A, B, C, D and E. Have program for afternoon shoot consist of 25 targets as follows:

Class A	shooters to stand at 21 yards
“ B	“ “ “ “ 20 “
“ C	“ “ “ “ 18 “
“ D	“ “ “ “ 16 “
“ E	“ “ “ “ 14 “

Event 1- 5 pair of doubles (10) targets, all to stand at 16 yards.

“ 2-10 single targets—gun at shoulder.

“ 3- 5 single targets—gun at hip when target is called.

Have two or three merchandise prizes for each class.

“Quail” Shoot

One man up—gun at hip—he starts to walk from 23 yard mark towards the trap house. He gets his targets any time during his walk to the trap house. At discretion of puller contestant may be allowed to walk beyond the trap house.

Miss-and-Out Event

Classify shooters into five classes, A, B, C, D and E. Have event run for three or four regular shooting days. Sell entries at a price which will permit the buying of one or two trophies for longest straight runs.

Have Class E Shooters stand at 14 yards

"	"	D	"	"	"	16	"
"	"	C	"	"	"	18	"
"	"	B	"	"	"	19	"
"	"	A	"	"	"	20	"

Shoot one man up at a time and all shooting to be done from No. 3 position. Throw targets full fifty yards.

The Added Target idea is also used in this Event to equalize the competition. The Du Pont Hand Trap is used almost universally in this event. With the hand trap handicaps are not always used as the thrower can regulate the targets giving the E and D men the easiest targets.

High Gun Trophy—Each Class

Divide shooters into five classes, A, B, C, D and E. To be run in conjunction with regular trophy event at 25 targets. Charge extra entrance for the event of 10 or 15¢. Lay aside this as a purse to buy one or two trophies, depending on entries, and carry event along for one or two months and award trophies to shooters making highest scores in their classes during the competition.

Team Races

Contests with neighboring clubs at 25 targets should be arranged. Inter-City matches create a wonderful amount of interest. One match should be shot over your grounds and the following one on your opponent's grounds. If you have several clubs in your immediate vicinity organize a League of clubs. Hold matches of 25 targets on each other's grounds, all clubs to combine and buy a suitable trophy to be awarded to the club finishing first.

Trapshooting Club Leagues

The value of the Trapshooting League cannot be over estimated. Experience has shown that in sections where Leagues exist the trapshooting game is on a more established basis than in sections where there are no leagues. The large number of trapshooting leagues now in existence is an evidence of the rapid advancement the sport is making in this direction. Everywhere leagues of gun clubs are being formed for the mutual benefit and greater enjoyment of the individual members of the clubs interested. Leagues of three and four or more clubs are common in all sections.

The Du Pont Company have made a special study of the league question and are prepared to suggest methods of forming such associations, constitutions and by-laws for same, manner of holding shoots and of securing and awarding prizes. In fact, they will be glad to give anyone interested the benefit of their experience on matters connected with the formation and successful conduct of gun club leagues or associations of trapshooting clubs. If interested, just address the Du Pont Company's Sporting Powder Division at Wilmington, Del., stating how many clubs are interested in your proposed league and prompt reply will be given you.

Tournaments

The question of a tournament is bound to come up during the life of an active trapshooting club. Members read of other clubs holding successful tournaments and of course from a standpoint of personal pride for their own club want their club to hold a tournament. Consider this question very carefully. Tournaments, especially those for purses, become a matter of quite some expense to the participants. The holding of too many tournaments for purses has done more to disorganize trapshooting clubs than anything else.

The Merchandise Tournament is the best kind to hold. When you decide that a tournament is desirable, decide on one for merchandise. Have the program call for not over 50 targets and make the entrance fee nominal. Have the club provide some prizes and solicit some from your able members and the merchants of your town. You will soon have a list of attractive prizes. Get out a poster program. Advertise your shoot thoroughly through your local newspapers and the newspapers of towns close by. Secure for your tournament a national prominence by sending a copy of the program in advance to the various sporting magazines. You will find that you will have an entry list plenty large enough for you to handle properly. Conduct a tournament like this in classes or on the Lewis Class System (see explanation of Systems pages 26 to 41 inclusive).

On Thanksgiving, Christmas and New Year's a turkey and chicken shoot is very appropriate. Most active clubs hold turkey or chicken shoots at these seasons, using a program like the one described above for the Merchandise Shoot. A flag shoot (flags as prizes) is appropriate for the Fourth of July.

At such shoots or tournaments employed help should be provided to enable you to run the shoot to the satisfaction of the participants. It will be found advisable to hire your referees and scorers for such shoots. Shooters attending tournaments like things to run like clock work. You can depend on hired help being at their respective stations whereas volunteer help cannot always be relied upon.

Attention to Equipment

Before each shoot you should see that the trap house is filled with enough targets to meet the afternoon or day's requirements, and your traps should be oiled, cleaned and regulated. After each shoot see that the pick-ups (the targets shot at and not broken) are collected. These you may trap over again. Pick-ups make money for the club.

Cleaning Rods, Gun Oil, Etc.

Another thing to bear in mind is the matter of carrying as club property a can or bottle of gun oil, a few inexpensive cleaning rods and some cheese cloth or canton flannel. These will be needed by your members many times. It will not mean a considerable expenditure and it will be quite a convenience to your members.

FORM OF CONSTITUTION AND BY-LAWS

Name and Object

The name of this club shall be the Trapshooting Club of and is organized for the purpose of promoting the art of trapshooting, the proper protection of game and for the promotion of good fellowship among lovers of this class of sport.

Membership

The members of this club shall consist of such true sportsmen as may care to associate themselves together in the above cause.

Officers

The officers of this club shall consist of a President, Vice-President, Secretary, Treasurer and Field Captain, who shall be elected by ballot from among the members in good standing, at the annual meeting which shall be held on the first regular meeting day in each year.

Duties of Officers

It shall be the duty of the President to call meetings of the members of the club, preside at all regular business meetings, and to have general supervision of the affairs of the Club.

The Vice-President shall in the absence of the President assume and exercise all duties of that official.

The Secretary shall keep all scores and records of the club in books adapted to that purpose, and shall have charge of the clerical work incidental to all shoots and tournaments, and be responsible for the correctness of the same.

The Treasurer shall keep all moneys of the club and be responsible for the same, paying such vouchers as the officers shall approve. He shall also collect all moneys due from members.

The Field Captain shall have charge of the shooting range, the care of ground property and the handling of the executive end of practice and tournament work.

Meetings

Meetings of the Club shall be held as the members at the annual meeting may elect, or upon the call of the President, or any three members when such call is presented in writing.

Fees

annually in advance, to the treasurer.

The membership fees incidental to this Club shall be payable

BY-LAWS

1. The price of targets for all occasions shall be each, except in regular tournaments held by Club, when price shall be fixed by proper officers.

2. Members wishing to shoot at the range on other than regular Club meeting days shall pay and be responsible to the Field Captain, for the hire of trappers, and such incidental expenses as they may incur. Members entertaining friends at the range shall be answerable for their conduct and expense.

3. It is the purpose of this Club that the throwing of targets shall be kept within a reasonable range, and the flight limited, say, to a maximum distance of forty-five yards.

4. There shall be no sweep-stakes or shooting for money among the members of this Club at the regular practice meets, such pecuniary considerations being strictly confined to tournaments.

5. Program for club shoots shall call for 25 targets—not over. No member will be permitted to shoot at more than 50 targets during any one club shoot. Failure to abide by this is a direct violation of the Club's By-Laws.

6. This Constitution and By-Laws may be amended or altered by the vote of a majority of members in attendance at any regular meeting, where ten or more members are present, providing a written notice of such proposed change shall have been given the members.

PATRONIZE LOCAL DEALERS

Buy from your local dealer or dealers. You need their support and they need your business. You will find that they will sell you supplies at just as attractive prices as will be consistent.

THE POWDER QUESTION

Too much consideration cannot be given this as it will have a large part in determining your success as a trapshooter. No shooter, whether a trapshooter or game shooter, can afford to discount the importance of a satisfactory powder in his ammunition. You need a safe, reliable and effective powder. You can have this by insisting that your shells be loaded with Dupont, Ballistite, Schultze or Empire Powder. These Du Pont powders represent the highest point of perfection ever reached in sporting powders. Their characteristics are such that they satisfy the most critical. They are manufactured with so much care, and their formulae are such, that they are smokeless, pleasant to shoot, give good patterns, and will not pit or corrode the gun barrels or locks.

Dupont bulk is the most popular smokeless shotgun powder in the world. More shooters use it than all other powders combined. It generates a higher velocity than any other smokeless shotgun powder, its recoil is moderate and its patterns perfect.

Ballistite is the Du Pont dense powder. It represents the highest perfection in dense smokeless shotgun powder. It is absolutely water-proof—may be immersed in water, dried, loaded and shot again with the best results. It gives a high velocity with even patterns and little, if any, recoil.

Schultze is the “easy on the shoulder” powder. It gives practically no recoil. It patterns perfectly and generates high velocity.

Empire is another “easy on the shoulder” powder. It is very pleasant to shoot.

Trapshooting club secretaries are urged to carry only shells loaded with Du Pont powders in stock at their club. By doing this the club is enabled to reduce its assortment of shells to a minimum and at the same time carry loads that will satisfy all their members and visiting trapshooters as well. Du Pont powders having been before the sportsmen for so long (over 112 years), they are well and favorably known, and acceptable to all.

NEWSPAPER PUBLICITY

Always send your scores with a nice write-up and notes of the shoot to the sporting editors of your local newspapers. You will soon find that the newspapers of the towns close by will be after you for this news.

The value of newspaper publicity should not be underestimated. Too much publicity cannot be given the sport. Copies of your scores with nice write-ups and notes of the shoot should also be sent to the editors of the various sporting magazines. This secures for your club and its activities a national prominence.

EQUIPMENT OF THE TRAPSHOOTER

The question of your personal equipment might arise. This is so clearly and exhaustively defined in the article "Some Hints to Beginners" in the booklet entitled "The Sport Alluring" issued by the Du Pont Company that it seems unnecessary to treat of this subject here.

PRECAUTIONS AND SUGGESTIONS

The following Precautions and Suggestions, compiled by one of the Du Pont Company's representatives, should be carefully studied and followed:

For the safety of those taking part in trapshooting, as well as the on-lookers, the following precautions should be observed and rigidly enforced.

No. 1. Do not place a cartridge in your gun except when standing at the firing line in your proper place in the squad, and with the muzzle of the gun pointed in the direction of the trap-house.

No. 2. Place only ONE cartridge in your gun when shooting *single* targets and but TWO cartridges when shooting *double* targets.

No. 3. When changing from position No. 5 to position No. 1 at the firing line be sure to have your gun open and unloaded.

No. 4. Never, under any circumstances, point a gun in the club house, or in the direction of any other person. If you pick up a gun to look it over, make certain both chamber and magazine are empty before pulling the trigger.

No. 5. Do not question the referee's decision. The person shooting is the least competent to judge the result of a shot as the recoil of the gun for an instant impairs the shooter's vision.

No. 6. Avoid being late in getting to your place on the firing line, and otherwise extend to contestants the same courtesies you expect to receive.

No. 7. Remain in your position at the firing line with the gun empty until the last man in the squad has finished shooting.

No. 8. Do not converse with your neighbor while at the firing line, or do anything that might disconcert others in the squad. Spectators and non-contestants should avoid loud talking, etc., which might have a tendency to embarrass or disconcert the shooters.

No. 9. Do not refuse a fair target. If at your call of "pull" a fair target leaves the trap and you do not shoot at it, the referee has no alternative but to call it "lost" and it will be scored as a "miss."

No. 10. Do not shoot at an imperfect target. An imperfect target is one which leaves the trap broken, or takes an extreme variation of height or angle in its flight. An imperfect target is "No Bird."

No. 11. If you shoot at a broken target and hit it, it is "No Bird," and you must shoot over. The experienced shooter always carries two or three extra shells with him to take care of such emergencies. If you shoot at a target thrown at an extreme angle, you must abide by the result of your shot.

No. 12. Familiarize yourself with the "Rules of Trapshooting." You cannot be an experienced trapshooter until you know the rules of the game. Trapshooting Rules Booklet sent free upon request by the Du Pont Powder Co., Wilmington, Delaware.

By observing the above precautions there will be no unfortunate accidents or incidents to mar the pleasure of contestants or spectators during the progress of a sport that is at once the best, as well as the cleanest, in which both men and women can participate, and which is fast becoming so universally popular.

N. B. Trapshooting Clubs should furnish their trap boys with a flag or signal of some sort to be displayed when the boy wishes to leave the trap-house, and which should be in evidence during his absence therefrom.

Copy of the above Precautions suitable for display at your club may be obtained without charge from the Du Pont Company.

If your Club should ever become dormant and your members disinterested, and if you feel the necessity for new ideas never hesitate to write the Du Pont Company at Wilmington, Del., or any of the Company's representatives.

SECTION IV

SYSTEM OF MONEY DIVISIONS

Perhaps an explanation of the Systems most in use at tournaments for dividing moneys would be of interest. Probably the System most extensively used today, and the System that seems to meet the requirements of the shooting fraternity, as a whole, more universally than any other, is the Squier Money Back System designed by Luther J. Squier of Pittsburgh, Pa., a representative of the Du Pont Company.

The Squier Money Back designates a fund created for the purpose of paying back part or all of the losses of those participants who shoot

through the program for the purses and who do not win back the amount of their entrance, less the cost of the targets. This fund is created from the added money contributed to the tournament, from an extra entrance fee of \$1.00 charged each amateur who competes in all of the regular program events, plus a specified extra sum, usually 10c. per event charged to any amateur who enters for less than the entire program, and from a sum derived from the number of targets trapped—usually 1c. apiece from every target thrown.

The management of a tournament conducted under the Squier Money Back System does not *guarantee* the refund of the entrance money in the regular program less the price of targets, but it is almost an assured fact that this entrance will be refunded as the Money Back for years has not failed to work.

PRACTICAL EXPLANATION

Say it was a one-day Tournament ; that \$50.00 added money was contributed ; that 3,750 targets were trapped and that 25 Amateur contestants competed in all regular program events. This would mean that the Special Fund would be made up from the \$50.00 added money, \$37.50 from the 3,750 targets trapped, and \$25.00 from the extra entrance fee of \$1.00 paid by the 25 Amateur contestants who competed in all regular program events, a total of \$112.50, itemized more concisely as follows :

Added money.....	\$50.00
3,750 targets at 1c.....	37.50
Extra entrance fee.....	25.00
<hr/>	
Total.....	\$112.50

Now further say that the program called for ten events of 15 targets each, and an entrance fee of \$1.40 per event—a total of 150 targets, and a total entrance fee (counting the \$1.00 extra entrance) of \$15.00. Deducting two cents for each target shot at, a total of \$3.00 for the 150 targets, and it would leave a net cost of \$12.00 for entrance fees to each Amateur contestant who competed in all regular program events. This would mean that each Amateur contestant who competed in all regular program events of the Tournament and failed to win \$12.00 or more would be paid back, out of the Special Fund of \$112.50, the difference between what he did win and \$12.00, or his equitable share of the \$112.50, if it was not sufficient to pay back the losses in full.

By way of illustration say :

First. That 10 of the Amateur contestants competed in all regular program events and that each of them won \$12.00 or more.

Second. That 10 of the Amateur contestants competed in all regular program events and that each of them won less than \$12.00, their losses

ranging from \$1.00 to \$11.00, and that their total losses amounted to \$62.50.

Third. That 5 of the Amateur contestants did not compete in all regular program events.

Fourth. That the Special Fund amounted to \$112.50.

This would mean the following:

First. That the 10 Amateur contestants who each won \$12.00 or more would be paid the amounts won by them respectively.

Second. That \$62.50 would be taken from the Special Fund to pay each of the 10 Amateur contestants who failed to win \$12.00 a sum sufficient to make \$12.00 when added to the amount each contestant did win.

Third. That the 5 Amateur contestants who did not compete in all regular program events would be paid the amounts won by them respectively, but would have no share in the Special Fund.

Fourth. That \$50.00, the balance left in the Special Fund, after the \$62.50 was paid to the losers as above mentioned, would be divided among the HIGH GUN Amateurs who had competed in all regular program events.

By way of further illustration say:

That 15 of the Amateur contestants competed in all regular program events and that each of them won less than \$12.00, their losses ranging from \$1.00 to \$11.50, and that their total losses amounted to \$124.00.

This would mean the following:

That, inasmuch as the Special Fund of \$112.50 would not be sufficient to pay back the losses in full, the \$112.50 would be divided by \$124.00 to find what the proportionate share of \$1.00 would be. \$112.50 divided by \$124.00 would make .9072, a fraction more than 90 cents per \$1.00. Multiply each of the 15 contestants' losses by 90 cents and it would give the amount of his proportionate share of the \$112.50.

Contestants are not guaranteed that they will be paid back the total amount of their net entrance-fees, but it is reasonable to believe that they will be paid back in full, as the statistical data in connection with Tournaments conducted under the Squier Money-Back System show that in each instance where the added money was placed in the Special Fund there was an amount sufficient to pay back the losses in full, and frequently there was quite a large surplus. When there is a surplus, it is divided among the HIGH GUN Amateurs as follows:

\$1 to \$10, two moneys—60 and 40 per cent.

\$11 to \$25, three moneys—50, 30 and 20 per cent.

\$26 to \$50, four moneys—40, 30, 20 and 10 per cent.

\$51 to \$100, six moneys—30, 20, 15, 13, 12 and 10 per cent.

\$101 to \$150, nine moneys—25, 17, 14, 11, 10, 8, 6, 5 and 4 per cent.

(Continued.)

\$151 to \$200, twelve moneys—20, 16, 13, 10, 8, 7, 6, 5, 5, 4, 3 and 3 per cent.

\$201 to \$250, fifteen moneys—18, 14, 11, 10, 8, 7, 6, 5, 5, 4, 3, 3, 3, 2 and 1 per cent.

\$251 to \$300, eighteen moneys—16, 14, 11, 9, 8, 7, 6, 5, 5, 4, 3, 3, 3, 2, 1, 1, 1 and 1 per cent.

\$301 to \$350, twenty-one moneys—14, 13, 11, 9, 8, 7, 6, 5, 5, 4, 3, 3, 3, 2, 1, 1, 1, 1, 1 and 1 per cent.

\$351 to \$400, twenty-four moneys—13, 12, 10, 9, 8, 7, 6, 5, 5, 4, 3, 3, 3, 2, 1, 1, 1, 1, 1, 1, 1 and 1 per cent.

\$401 to \$450, twenty-seven moneys—12, 11, 10, 8, 8, 7, 6, 5, 5, 4, 3, 3, 3, 2, 1, 1, 1, 1, 1, 1, 1, 1, 1 and 1 per cent.

\$451 to \$500, and over, thirty moneys—11, 10, 9, 8, 8, 7, 6, 5, 5, 4, 3, 3, 3, 2, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1 and 1 per cent.

EXPLANATORY FORM FOR A ONE-DAY SHOOT

NAMES	Score at 150 targets	Total Winnings	Losses Difference Between Total Winnings and \$12.00	Share of Surplus Money (If any)
Klauss, S. H.....	104	\$ 3.15	\$ 8.85	
Jones, R. T.....	138	18.40		\$13.32
Harrison, L. B.....	103	4.90	Did not shoot in all events	
Ellsworth, E. H.....	56	0.00	12.00	
Anderson, C. H.....	138	18.55		13.32
Davis, R. R.....	120	8.80	3.20	
Matson, E. E.....	129	11.75	.25	
Johnston, N. W.....	131	14.25		
Harvey, J. S.....	128	11.15	.85	
Grant, R. H.....	111	8.65	Did not shoot in all events	
Anthony, T. B.....	135	16.50		7.38
Canton, T. W.....	100	5.80	Did not shoot in all events	
Baldwin, J. S.....	138	20.45		13.32
Watts, S. W.....	115	4.60	7.40	
Shaw, W. T.....	117	5.85	6.15	
Owen, J. H.....	132	16.55		
Mader, J. F.....	120	6.90	5.10	
Waverly, E. A.....	137	18.70		8.00
Newman, T. O.....	133	14.95		
Sarver, E. L.....	77	1.25	Did not shoot in all events	
Ransome, C. B.....	118	6.50	5.50	
Landau, A. W.....	132	16.10		
Amberton, M. A.....	117	11.65	Did not shoot in all events	
Flanders, S. S.....	134	16.40		6.15
Patton, E. L.....	125	11.55	.45	
Footings			\$49.75	\$61.49

Contributed by the Interstate Association.....	\$ 50.00
Total number of targets trapped, 1 cent per target applied to Special Fund. (3675).....	36.75
Total amount received from the extra entrance of \$1.00, and from the ten cents per event paid by the contestants who did not shoot in all events	24.50
Total amount of Special Fund to pay back losses.....	\$111.25
Total amount of losses.....	49.75
Surplus (if any) to be divided among the high gun Amateurs.....	\$ 61.50
Surplus divided into six moneys 30-20-15-13-12 and 10 per cent.	

EXPLANATORY FORM FOR A TWO-DAY SHOOT

NAMES (Arrange in Alphabetical Order)		Each Day's Score at 150 Targets	Total Score at 300 Targets	Each Day's Win- nings	Total Win- nings	Losses Difference Between Total Win- nings and \$24.00	Share of Surplus Money (If any)	Memoranda
Anderson, C. H..	1st Day	135		\$16.50				
	2d Day	137	272	16.30	\$32.80		\$8.83	
Anthony, T. B..	1st Day	115		4.60				
	2d Day	107	222	2.70	7.30	\$16.70		
Baldwin, J. S....	1st Day	120		8.80				
	2d Day	128	248	10.70	19.50	4.50	4.41	
Canton, T. W. . .	1st Day	138		18.55				
	2d Day	140	278	19.20	37.75		27.59	
Davis, R. R.	1st Day	131		14.25				
	2d Day	—						Shot one day only
	1st Day	128		11.15				
Ellsworth, E. H..	2d Day	—						Shot one day only
	1st Day	137		18.70				
Flanders, S. S....	2d Day	136	273	16.45	35.15		11.59	
	1st Day	109		5.80				
Grant, R. H.	2d Day	101	210	1.40	7.20	16.80		
	1st Day	125		11.55				Did not shoot in all events second day
Harrison, L. B..	2d Day	—						
	1st Day	132		16.55				
Harvey, J. S.	2d Day	144	276	22.10	38.65		18.76	
	1st Day	118		6.50				
Isaacs, M. A.	2d Day	—						Shot one day only
	1st Day	104		3.15				
Johnston, A. W..	2d Day	—						Shot one day only
	1st Day	56		0.00				
Jones, R. T.	2d Day	—						Shot one day only
	1st Day	122		8.65				
Klauss, S. H.	2d Day	117	239	5.95	14.60	9.40		
	1st Day	138		20.45				
Landau, A. W....	2d Day	136	274	17.35	37.80		15.45	
	1st Day	117		5.85				
Mader, J. F.	2d Day	111	228	4.55	10.40	13.60		
	1st Day	113		4.90				
Matson, E. E. ...	2d Day	117	230	6.25	11.15	12.85		
	1st Day	120		6.90				
Newman, T. O....	2d Day	133	253	14.70	21.60	2.40	5.51	
	1st Day	88		1.25				
Owen, J. H.	2d Day	109	197	5.35	6.60	17.40		
	1st Day	132		16.10				Did not shoot in all events second day
Patton, E. L.	2d Day	—						
	1st Day	128		11.65				
Ransome, C. B..	2d Day	—						Shot one day only
	1st Day	129		11.75				
Shaw, W. T.	2d Day	—						Shot one day only
	1st Day	134		16.40				
Sarver, J. S.	2d Day	—						Shot one day only
	1st Day	138		18.40				
Waverly, E. A...	2d Day	135	273	16.15	34.55		11.59	
	1st Day	133		14.95				
Watts, S. W.	2d Day	130	263	12.60	27.55		6.62	
Footings.						\$93.65	\$110.35	

Contributed by the Interstate Association.....	\$100.00
Total number of targets trapped, first day, 1 cent per target applied to Special Fund. (3750).....	37.50
Total number of targets trapped, second day, 1 cent per target applied to Special Fund. (2490).....	24.90
Total amount received first day from the extra entrance of \$1.00, and from the 10 cents per event paid by the contestants who did not shoot in all events the first day.....	25.00
Total amount received second day from the extra entrance of \$1.00, and from the 10 cents per event paid by the contestants who did not shoot in all events the second day.....	16.60
Total amount of Special Fund to pay back losses.....	\$204.00
Total amount of losses	93.65
Surplus to be divided among the high gun Amateurs.....	\$110.35
Surplus divided into nine moneys 25-17-14-11-10-8-6-5 and 4 per cent.	

Professionals are NOT charged the extra entrance fee of \$1.00 but they ARE charged two cents for each target shot at by them, and one cent for each target shot at by them is placed in the Special Fund.

No Amateur contestant shall be allowed to shoot for "targets only" at less than two cents per target, of which one cent shall be placed in the Special Fund.

The working out of the Squier Money-Back System means that the less skillful shot can compete in all regular program events of a Tournament and have a chance to win something if he is in good form, and if he fails to shoot up to expectations his sport costs him the price of targets only. The more skillful shot has a better chance of winning larger amounts, than under the old way of adding a small amount of money to each event, because of the increased number of entries in each event, thus making bigger purses to compete for, and also because of the possible surplus from the Special Fund.

The question may arise: "Where does the gun club make on a proposition of this kind?" This question is readily answered by stating that there is a reasonable profit in the one cent per target which goes to the club; that, as a general rule, the number of contestants is largely increased; that, consequently, the traps can be worked to their greatest capacity and the cost of trapping reduced thereby, and that the majority of contestants shoot through the entire regular program. In addition, the club makes on the proposition by sending home a satisfied lot of contestants who will return and shoot again.

THE LEWIS CLASS SYSTEM

ORIGINATED BY JAMES LEWIS OF THE WINCHESTER REPEATING ARMS CO.

The purpose of the system is to encourage trapshooting by providing an equitable division of the money or trophies, so that shooters of all degrees of ability may have an equal chance of sharing in the rewards that their contributions (entry fees) make possible.

As an absolutely consistent performance is rarely ever seen in the shooting game, the arrangement of a set handicap is a very thankless and unsatisfactory task. With the Lewis Class System, a contestant's performance determines his standing in the race and the distribution of prizes is taken care of.

The chief criticism of the system has been that the element of luck enters largely into the distribution of the prizes in all classes, except the top class. Luck does enter into this distribution, but a practical test of over five years in the largest Trap Shooters' Leagues and gun clubs in the country has proven that the element of luck has, through this system, secured a wider range of prize distribution, thereby creating considerable additional interest in trapshooting.

How the System Operates

Two, three, four, or five classes may be established, and are usually designated as A, B, C, D and E.

The classifying is done when the day's program or event is finished; the scores being arranged in numerical order, beginning with the highest and descending to the lowest in the entire program or event.

These scores are then divided by the number of classes agreed upon. If four classes are used, then the fourth containing the highest scores is class A; the next highest fourth, class B; the next fourth, class C; and the next, class D.

Exceptions to Rule

First. Where a short class is necessary, due to odd entry list, the short class or classes shall head the list.

Second. Where the line of class division falls in a number of tie scores, the contestants are assigned to the class in which the majority of the scores appears.

Third. Where an equal number of tie scores appears on either side of the line, contestants shall be assigned to the head of the lower class.

Fourth. Where the original division is changed, due to tie scores, this change shall apply only to the classes directly affected and the original equation shall continue in the other classes.

The question of ties is one which rarely has to be contended with in a 150 target tournament.

Money or Prize Division

The purse, or the prizes, are then divided into four equal parts; a fourth to each class; and the high man or men in these classes are the winners of the money or prizes allotted to their class.

Ordinarily the regular tournament entrance is just the price of targets at two cents each. One cent from each target trapped is set aside to create the purse, which is then equally divided among the classes.

Usual Division in Each Class

High Gun	or	Rose System
60-40%	1 to 5 Shooters	6-4
50-30-20%	6 to 15 Shooters	5-3-2
40-30-20-10%	16 to 25 Shooters	4-3-2-1

Merchandise or trophies are always awarded according to the High Gun System.

Ties are shot off or determined by lot at the option of the Tournament management.

SIEFKEN HIGH GUN SYSTEM

Revised 1914

This system is based on the total number of targets trapped during an entire regular program, a fixed valuation being placed on each target.

Applied to a 150 target program, it creates not less than one money for every two entries. In a 100 target program, one-third; and in a 200 target program, two-thirds participate in the purses.

Scales below are based on the minimum, or a valuation of one cent per target, making the total entrance fee \$3.00 for a 150 target program, one cent of which is retained by the club, the balance being a valuation of one cent per target for the purses. When the valuation is fixed at two cents per target, total entrance fee would be \$4.50; at three cents per target, \$6.00 and so on. When the valuation is fixed at a greater amount than the minimum, multiply each purse by a like amount.

Those shooting for targets only (professionals and those participating in only part of the regular program) are charged two cents per target, one cent of which applies to total purse. When the fixed valuation is greater than the minimum, divide the number of targets by the fixed valuation, adding the result to the total number of targets in program.

Added Money. Apply amount to corresponding scale and add to high guns in extra purses.

All surplus moneys revert back to high guns.

All moneys are divided high guns and apply only to those shooting through the entire regular program.

A participant may withdraw at any time and be refunded the amount of his unfinished events, but on a withdrawal from the last event notice of same should be given cashier before said event starts.

As net amount of each purse is computed in the scales below, the winners are determined as last event is in progress, by applying total number of targets to corresponding scale and dividing among winners accordingly.

NOTE.—Any deviation from the above should be so designated on program.

Added money may be "ADDED TO PROGRAM" by adding said amount to the number of targets trapped, applying net result to corresponding scale.

Part of added money may be added in extra purses and balance to the program.

To reduce the number of moneys in any scale one-half, divide the amount by 2, applying result to proper scale and multiply each money under this head by 2. To reduce one-third, divide and multiply by 3. To increase the number of moneys, reverse this application.

Should the total number of targets trapped, or the added money, be greater than the scales accommodate, a division may be determined by dividing such amount by 2, applying result to corresponding scale, making every two moneys the same under this head. As an illustration, \$300 is added, which divided by 2 is \$150, taking scale 15,000, under which first and second winner would receive \$10.95 each, third and fourth \$9.65 each and so on.

300	600	900	1200	1500	1800	2100	2400	2700	3000	3300
\$3.00	\$3.60	\$4.50	\$4.80	\$5.30	\$5.70	\$6.05	\$6.35	\$6.60	\$6.85	\$7.05
	2.40	2.70	3.60	4.10	4.50	4.85	5.15	5.40	5.65	5.85
		1.80	2.40	2.90	3.30	3.65	3.95	4.20	4.45	4.65
			1.20	1.70	2.10	2.45	2.75	3.00	3.25	3.45
				1.00	1.40	1.70	2.00	2.25	2.45	2.65
					1.00	1.30	1.60	1.85	2.05	2.25
						1.00	1.20	1.45	1.65	1.85
							1.00	1.25	1.45	1.65
								1.00	1.20	1.40
									1.00	1.20
										1.00
3600	3900	4200	4500	4800	5100	5400	5700	6000	6300	6600
\$7.25	\$7.45	\$7.65	\$7.80	\$7.95	\$8.05	\$8.15	\$8.30	\$8.45	\$8.55	\$8.65
6.05	6.25	6.40	6.55	6.70	6.80	6.90	7.05	7.20	7.30	7.40
4.85	5.05	5.20	5.35	5.50	5.60	5.70	5.85	5.95	6.05	6.15
3.65	3.85	4.00	4.15	4.30	4.40	4.50	4.65	4.75	4.85	4.95
2.85	3.00	3.15	3.30	3.45	3.55	3.65	3.75	3.85	3.95	4.05
2.45	2.60	2.75	2.90	3.05	3.15	3.25	3.35	3.45	3.55	3.65
2.05	2.20	2.35	2.50	2.65	2.75	2.85	2.95	3.05	3.15	3.25
1.80	1.95	2.10	2.25	2.40	2.50	2.60	2.70	2.80	2.90	3.00
1.55	1.70	1.85	2.00	2.15	2.30	2.40	2.50	2.60	2.70	2.80
1.35	1.50	1.65	1.80	1.95	2.10	2.20	2.30	2.40	2.50	2.60
1.15	1.30	1.45	1.60	1.70	1.85	1.95	2.05	2.15	2.25	2.35
1.00	1.15	1.30	1.45	1.55	1.70	1.85	1.95	2.05	2.15	2.25
	1.00	1.15	1.25	1.35	1.50	1.65	1.75	1.85	1.95	2.05
		1.00	1.10	1.20	1.35	1.50	1.60	1.70	1.80	1.90
			1.00	1.10	1.25	1.40	1.50	1.60	1.70	1.80
				1.00	1.15	1.30	1.40	1.50	1.60	1.70
					1.00	1.15	1.25	1.35	1.45	1.55
						1.00	1.10	1.20	1.30	1.40
							1.00	1.10	1.20	1.30
								1.00	1.10	1.15
									1.00	1.05
										1.00
6900	7200	7500	7800	8100	8400	8700	9000	9300	9600	9900
\$8.75	\$8.85	\$8.95	\$9.05	\$9.15	\$9.25	\$9.35	\$9.45	\$9.55	\$9.65	\$9.75
7.50	7.60	7.70	7.80	7.90	8.00	8.10	8.20	8.30	8.40	8.50
6.25	6.35	6.45	6.55	6.65	6.75	6.85	6.95	7.05	7.15	7.25
5.05	5.15	5.25	5.35	5.45	5.55	5.65	5.75	5.85	5.95	6.05
4.15	4.25	4.35	4.45	4.55	4.65	4.75	4.85	4.95	5.05	5.15
3.75	3.85	3.95	4.05	4.15	4.25	4.35	4.45	4.55	4.65	4.75
3.35	3.45	3.55	3.65	3.75	3.85	3.95	4.05	4.15	4.25	4.35
3.10	3.20	3.30	3.40	3.50	3.60	3.70	3.80	3.90	4.00	4.10
2.90	3.00	3.10	3.20	3.30	3.40	3.50	3.60	3.70	3.80	3.85
2.70	2.80	2.90	3.00	3.10	3.20	3.30	3.40	3.50	3.55	3.60
2.45	2.55	2.65	2.75	2.85	2.95	3.05	3.15	3.20	3.25	3.30
2.35	2.45	2.55	2.65	2.75	2.85	2.95	3.00	3.05	3.10	3.15
2.15	2.25	2.35	2.45	2.55	2.65	2.70	2.75	2.80	2.85	2.90
2.00	2.10	2.20	2.30	2.40	2.45	2.50	2.55	2.60	2.65	2.70
1.90	2.00	2.10	2.20	2.25	2.30	2.35	2.40	2.45	2.50	2.55

6900	7200	7500	7800	8100	8400	8700	9000	9300	9600	9900
\$1.80	\$1.90	\$2.00	\$2.05	\$2.10	\$2.15	\$2.20	\$2.25	\$2.30	\$2.35	\$2.40
1.65	1.75	1.80	1.85	1.90	1.95	2.00	2.05	2.10	2.15	2.20
1.50	1.55	1.60	1.65	1.70	1.75	1.80	1.85	1.90	1.95	2.00
1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.70	1.75	1.80	1.85
1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.70
1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60
1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55
1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50
	1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45
		1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40
			1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.35
				1.00	1.05	1.10	1.15	1.20	1.25	1.30
					1.00	1.05	1.10	1.15	1.20	1.25
						1.00	1.05	1.10	1.15	1.20
							1.00	1.05	1.10	1.15
								1.00	1.05	1.10
									1.00	1.05
										1.00

10200	10500	10800	11100	11400	11700	12000	12300	12600	12900	13200
\$9.85	\$9.95	\$10.05	\$10.15	\$10.25	\$10.35	\$10.45	\$10.50	\$10.55	\$10.60	\$10.65
8.60	8.70	8.80	8.90	9.00	9.10	9.15	9.20	9.25	9.30	9.35
7.35	7.45	7.55	7.65	7.75	7.80	7.85	7.90	7.95	8.00	8.05
6.15	6.25	6.35	6.45	6.50	6.55	6.60	6.65	6.70	6.75	6.80
5.25	5.35	5.45	5.50	5.55	5.60	5.65	5.70	5.75	5.80	5.85
4.85	4.95	5.00	5.05	5.10	5.15	5.20	5.25	5.30	5.35	5.40
4.45	4.50	4.55	4.60	4.65	4.70	4.75	4.80	4.85	4.90	4.95
4.15	4.20	4.25	4.30	4.35	4.40	4.45	4.50	4.55	4.60	4.65
3.90	3.95	4.00	4.05	4.10	4.15	4.20	4.25	4.30	4.35	4.40
3.65	3.70	3.75	3.80	3.85	3.90	3.95	4.00	4.05	4.10	4.15
3.35	3.40	3.45	3.50	3.55	3.60	3.65	3.70	3.75	3.80	3.85
3.20	3.25	3.30	3.35	3.40	3.45	3.50	3.55	3.60	3.65	3.70
2.95	3.00	3.05	3.10	3.15	3.20	3.25	3.30	3.35	3.40	3.45
2.75	2.80	2.85	2.90	2.95	3.00	3.05	3.10	3.15	3.20	3.25
2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00	3.05	3.10
2.45	2.50	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95
2.25	2.30	2.35	2.40	2.45	2.50	2.55	2.60	2.65	2.70	2.75
2.05	2.10	2.15	2.20	2.25	2.30	2.35	2.40	2.45	2.50	2.55
1.90	1.95	2.00	2.05	2.10	2.15	2.20	2.25	2.30	2.35	2.40
1.75	1.80	1.85	1.90	1.95	2.00	2.05	2.10	2.15	2.20	2.25
1.65	1.70	1.75	1.80	1.85	1.90	1.95	2.00	2.05	2.10	2.15
1.60	1.65	1.70	1.75	1.80	1.85	1.90	1.95	2.00	2.05	2.10
1.55	1.60	1.65	1.70	1.75	1.80	1.85	1.90	1.95	2.00	2.05
1.50	1.55	1.60	1.65	1.70	1.75	1.80	1.85	1.90	1.95	2.00
1.45	1.50	1.55	1.60	1.65	1.70	1.75	1.80	1.85	1.90	1.95
1.40	1.45	1.50	1.55	1.60	1.65	1.70	1.75	1.80	1.85	1.90
1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.70	1.75	1.80	1.85
1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.70	1.75	1.80
1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.70	1.75
1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.69
1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.64
1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.59
1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.49	1.53
1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.44	1.48
	1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.39	1.43
		1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.34	1.38
			1.00	1.05	1.10	1.15	1.20	1.24	1.28	1.32
				1.00	1.05	1.10	1.15	1.19	1.23	1.27
					1.00	1.05	1.10	1.14	1.18	1.22
						1.00	1.05	1.09	1.13	1.17
							1.00	1.04	1.08	1.12
								1.00	1.04	1.08
									1.00	1.04
										1.00

13500	13800	14100	14400	14700	15000	15300	15600	15900	16200	16500
\$10.70	\$10.75	\$10.80	\$10.85	\$10.90	\$10.95	\$10.99	\$11.03	\$11.07	\$11.11	\$11.15
9.40	9.45	9.50	9.55	9.60	9.65	9.69	9.73	9.77	9.81	9.85
8.10	8.15	8.20	8.25	8.30	8.35	8.39	8.43	8.47	8.51	8.55
6.85	6.90	6.95	7.00	7.05	7.10	7.14	7.18	7.22	7.26	7.30
5.90	5.95	6.00	6.05	6.10	6.14	6.18	6.22	6.26	6.30	6.34
5.45	5.50	5.55	5.60	5.65	5.69	5.73	5.77	5.81	5.85	5.89
5.00	5.05	5.10	5.15	5.20	5.24	5.28	5.32	5.36	5.40	5.44
4.70	4.75	4.80	4.85	4.90	4.94	4.98	5.02	5.06	5.10	5.14
4.45	4.50	4.55	4.60	4.64	4.68	4.72	4.76	4.80	4.84	4.88
4.20	4.25	4.30	4.35	4.39	4.43	4.47	4.51	4.55	4.59	4.63
3.90	3.95	4.00	4.05	4.09	4.13	4.17	4.21	4.25	4.29	4.33
3.75	3.80	3.85	3.90	3.94	3.98	4.02	4.06	4.10	4.14	4.18
3.50	3.55	3.60	3.64	3.68	3.72	3.76	3.80	3.84	3.88	3.92
3.30	3.35	3.40	3.44	3.48	3.52	3.56	3.60	3.64	3.68	3.72
3.15	3.20	3.25	3.29	3.33	3.37	3.41	3.45	3.49	3.53	3.57
3.00	3.05	3.10	3.14	3.18	3.22	3.26	3.30	3.34	3.38	3.42
2.80	2.85	2.89	2.93	2.97	3.01	3.05	3.09	3.13	3.17	3.21
2.60	2.65	2.69	2.73	2.77	2.81	2.85	2.89	2.93	2.97	3.01
2.45	2.50	2.54	2.58	2.62	2.66	2.70	2.74	2.78	2.82	2.86
2.30	2.35	2.39	2.43	2.47	2.51	2.55	2.59	2.63	2.67	2.71
2.20	2.24	2.28	2.32	2.36	2.40	2.44	2.48	2.52	2.56	2.60
2.15	2.19	2.23	2.27	2.31	2.35	2.39	2.43	2.47	2.51	2.55
2.10	2.14	2.18	2.22	2.26	2.30	2.34	2.38	2.42	2.46	2.50
2.05	2.09	2.13	2.17	2.21	2.25	2.29	2.33	2.37	2.41	2.45
1.99	2.03	2.07	2.11	2.15	2.19	2.23	2.27	2.31	2.35	2.39
1.94	1.98	2.02	2.06	2.10	2.14	2.18	2.22	2.26	2.30	2.34
1.89	1.93	1.97	2.01	2.05	2.09	2.13	2.17	2.21	2.25	2.29
1.84	1.88	1.92	1.96	2.00	2.04	2.08	2.12	2.16	2.20	2.24
1.78	1.82	1.86	1.90	1.94	1.98	2.02	2.06	2.10	2.14	2.18
1.73	1.77	1.81	1.85	1.89	1.93	1.97	2.01	2.05	2.09	2.13
1.68	1.72	1.76	1.80	1.84	1.88	1.92	1.96	2.00	2.04	2.08
1.63	1.67	1.71	1.75	1.79	1.83	1.87	1.91	1.95	1.99	2.03
1.57	1.61	1.65	1.69	1.73	1.77	1.81	1.85	1.89	1.93	1.97
1.52	1.56	1.60	1.64	1.68	1.72	1.76	1.80	1.84	1.88	1.92
1.47	1.51	1.55	1.59	1.63	1.67	1.71	1.75	1.79	1.83	1.87
1.42	1.46	1.50	1.54	1.58	1.62	1.66	1.70	1.74	1.78	1.82
1.36	1.40	1.44	1.48	1.52	1.56	1.60	1.64	1.68	1.72	1.76
1.31	1.35	1.39	1.43	1.47	1.51	1.55	1.59	1.63	1.67	1.71
1.26	1.30	1.34	1.38	1.42	1.46	1.50	1.54	1.58	1.62	1.66
1.21	1.25	1.29	1.33	1.37	1.41	1.45	1.49	1.53	1.57	1.60
1.16	1.20	1.24	1.28	1.32	1.36	1.40	1.44	1.48	1.52	1.55
1.12	1.16	1.20	1.24	1.28	1.32	1.36	1.40	1.44	1.47	1.50
1.08	1.12	1.16	1.20	1.24	1.28	1.32	1.36	1.40	1.43	1.46
1.04	1.08	1.12	1.16	1.20	1.24	1.28	1.32	1.36	1.39	1.42
1.00	1.04	1.08	1.12	1.16	1.20	1.24	1.28	1.31	1.34	1.37
	1.00	1.04	1.08	1.12	1.16	1.20	1.24	1.27	1.30	1.33
		1.00	1.04	1.08	1.12	1.16	1.20	1.23	1.26	1.29
			1.00	1.04	1.08	1.12	1.15	1.18	1.21	1.24
				1.00	1.04	1.08	1.11	1.14	1.17	1.20
					1.00	1.04	1.07	1.10	1.13	1.16
						1.00	1.03	1.06	1.09	1.12
							1.00	1.03	1.06	1.09
								1.00	1.03	1.06
									1.00	1.03
										1.00

16800	17100	17400	17700	18000	18300	18600	18900	19200	19500	19800
\$11.19	\$11.23	\$11.27	\$11.31	\$11.35	\$11.39	\$11.43	\$11.47	\$11.51	\$11.55	\$11.59
9.89	9.93	9.97	10.01	10.05	10.09	10.13	10.17	10.21	10.25	10.29
8.59	8.63	8.67	8.71	8.75	8.79	8.83	8.87	8.91	8.95	8.99
7.34	7.38	7.42	7.46	7.50	7.54	7.58	7.62	7.66	7.70	7.74
6.38	6.42	6.46	6.50	6.54	6.58	6.62	6.66	6.70	6.74	6.78
5.93	5.97	6.01	6.05	6.09	6.13	6.17	6.21	6.25	6.29	6.32
5.48	5.52	5.56	5.60	5.64	5.68	5.72	5.76	5.80	5.84	5.87
5.18	5.22	5.26	5.30	5.34	5.38	5.42	5.46	5.50	5.54	5.57
4.92	4.96	5.00	5.04	5.08	5.12	5.16	5.20	5.24	5.27	5.30
4.67	4.71	4.75	4.79	4.83	4.87	4.91	4.95	4.99	5.02	5.05
4.37	4.41	4.45	4.49	4.53	4.57	4.61	4.65	4.69	4.72	4.75
4.22	4.26	4.30	4.34	4.38	4.42	4.46	4.50	4.53	4.56	4.59
3.96	4.00	4.04	4.08	4.12	4.16	4.20	4.24	4.27	4.30	4.33
3.76	3.80	3.84	3.88	3.92	3.96	4.00	4.04	4.07	4.10	4.13
3.61	3.65	3.69	3.73	3.77	3.81	3.85	3.88	3.91	3.94	3.97
3.46	3.50	3.54	3.58	3.62	3.66	3.70	3.73	3.76	3.79	3.82
3.25	3.29	3.33	3.37	3.41	3.45	3.49	3.52	3.55	3.58	3.61
3.05	3.09	3.13	3.17	3.21	3.25	3.28	3.31	3.34	3.37	3.40
2.90	2.94	2.98	3.02	3.06	3.10	3.13	3.16	3.19	3.22	3.25
2.75	2.79	2.83	2.87	2.91	2.95	2.98	3.01	3.04	3.07	3.10
2.64	2.68	2.72	2.76	2.80	2.83	2.86	2.89	2.92	2.95	2.98
2.59	2.63	2.67	2.71	2.75	2.78	2.81	2.84	2.87	2.90	2.93
2.54	2.58	2.62	2.66	2.70	2.73	2.76	2.79	2.82	2.85	2.88
2.49	2.53	2.57	2.61	2.64	2.67	2.70	2.73	2.76	2.79	2.82
2.43	2.47	2.51	2.55	2.58	2.61	2.64	2.67	2.70	2.73	2.76
2.38	2.42	2.46	2.50	2.53	2.56	2.59	2.62	2.65	2.68	2.71
2.33	2.37	2.41	2.44	2.47	2.50	2.53	2.56	2.59	2.62	2.65
2.28	2.32	2.36	2.39	2.42	2.45	2.48	2.51	2.54	2.57	2.60
2.22	2.26	2.30	2.33	2.36	2.39	2.42	2.45	2.48	2.51	2.54
2.17	2.21	2.24	2.27	2.30	2.33	2.36	2.39	2.42	2.45	2.48
2.12	2.16	2.19	2.22	2.25	2.28	2.31	2.34	2.37	2.40	2.43
2.07	2.11	2.14	2.17	2.20	2.23	2.26	2.29	2.32	2.35	2.38
2.01	2.04	2.07	2.10	2.13	2.16	2.19	2.22	2.25	2.28	2.31
1.96	1.99	2.02	2.05	2.08	2.11	2.14	2.17	2.20	2.23	2.26
1.91	1.94	1.97	2.00	2.03	2.06	2.09	2.12	2.15	2.18	2.21
1.85	1.88	1.91	1.94	1.97	2.00	2.03	2.06	2.09	2.12	2.15
1.79	1.82	1.85	1.88	1.91	1.94	1.97	2.00	2.03	2.06	2.09
1.74	1.77	1.80	1.83	1.86	1.89	1.92	1.95	1.98	2.01	2.04
1.68	1.71	1.74	1.77	1.80	1.83	1.86	1.89	1.92	1.95	1.98
1.63	1.66	1.69	1.72	1.75	1.78	1.81	1.84	1.87	1.90	1.93
1.58	1.61	1.64	1.67	1.70	1.73	1.76	1.79	1.82	1.85	1.88
1.53	1.56	1.59	1.62	1.65	1.68	1.71	1.74	1.77	1.80	1.83
1.49	1.52	1.55	1.58	1.61	1.64	1.67	1.70	1.73	1.76	1.79
1.45	1.48	1.51	1.54	1.57	1.60	1.63	1.66	1.69	1.72	1.75
1.40	1.43	1.46	1.49	1.52	1.55	1.58	1.61	1.64	1.67	1.70
1.36	1.39	1.42	1.45	1.48	1.51	1.54	1.57	1.60	1.63	1.66
1.32	1.35	1.38	1.41	1.44	1.47	1.50	1.53	1.56	1.59	1.62
1.27	1.30	1.33	1.36	1.39	1.42	1.45	1.48	1.51	1.54	1.57
1.23	1.26	1.29	1.32	1.35	1.38	1.41	1.44	1.47	1.50	1.53
1.19	1.22	1.25	1.28	1.31	1.34	1.37	1.40	1.43	1.47	1.50
1.15	1.18	1.21	1.24	1.27	1.30	1.33	1.36	1.39	1.42	1.45
1.12	1.15	1.18	1.21	1.24	1.27	1.30	1.33	1.36	1.39	1.42
1.09	1.12	1.15	1.18	1.21	1.24	1.27	1.30	1.33	1.36	1.39
1.06	1.09	1.12	1.15	1.18	1.21	1.24	1.27	1.30	1.33	1.36
1.03	1.06	1.09	1.12	1.15	1.18	1.21	1.24	1.27	1.30	1.33
1.00	1.03	1.06	1.09	1.12	1.15	1.18	1.21	1.24	1.27	1.30
	1.00	1.03	1.06	1.09	1.12	1.15	1.18	1.21	1.24	1.27
		1.00	1.03	1.06	1.09	1.12	1.15	1.18	1.21	1.24
			1.00	1.03	1.06	1.09	1.12	1.15	1.18	1.21
				1.00	1.03	1.06	1.09	1.12	1.15	1.18
					1.00	1.03	1.06	1.09	1.12	1.15
						1.00	1.03	1.06	1.09	1.12
							1.00	1.03	1.06	1.09
								1.00	1.03	1.06
									1.00	1.03
										1.00

HIGH GUN SYSTEM

This system of division is becoming more popular as the shooters of the country begin to properly comprehend it. Many infer that this means only three, four, or five high guns, and therefore believe that it is impracticable. While this is true in some respects, it need not necessarily be the case, for the scope of the system can be so extended as to assure a fixed number of the participants a part of the purse. If desired, there could be two moneys for every five entries; thus if there were fifty entries there would be twenty high guns. Supposing a fifteen-bird event was shot on this basis, it would result in six men scoring straight, eight finishing with 14 and ten with 13. The six straight men would take the first six moneys and divide it equally among themselves. The eight 14's would take the next eight moneys and do likewise, while the ten 13's divide the remaining six moneys. Thus twenty-four out of fifty would get a part of the purse. In order to make the application of the system as simple as possible, there is appended a scale ranging from two to twenty high guns:

Two moneys, 60 and 40.

Three moneys, 50-30-20.

Four moneys, 40-30-20-10 or 35-30-20-15.

Five moneys, 30-25-20-15-10.

Six moneys, 27-23-17-13-11-9.

Seven moneys, 25-20-15-13-12-10-5.

Eight moneys, 23-18-16-13-9-8-7-6.

Nine moneys, 22-18-15-12-10-8-6-5-4.

Ten moneys, 21-16-13-11-10-9-7-5-4-4.

Eleven moneys, 20-16-13-10-9-7-6-6-5-4-4.

Twelve moneys, 18-15-13-10-9-8-7-6-5-4-3-2.

Thirteen moneys, 17-14-12-10-8-7-6-6-5-5-4-3-3.

Fourteen moneys, 17-14-12-10-8-7-6-5-5-4-4-3-3-2.

Fifteen moneys, 16-13-11-8-7-7-6-6-5-5-4-4-3-3-2.

Sixteen moneys, 16-13-11-8-8-7-6-5-5-4-4-3-3-3-2-2.

Seventeen moneys, 15-13-10-8-8-7-6-5-5-4-4-3-3-3-2-2-2.

Eighteen moneys, 14-12-10-8-8-7-6-5-5-4-4-3-3-3-2-2-2-2.

Nineteen moneys, 14-12-9-8-7-6-6-5-5-4-4-3-3-3-3-2-2-2-2.

Twenty moneys, 14-11-9-8-7-6-6-5-5-4-4-3-3-3-2-2-2-2-2-2.

The above can be accepted as submitted or can be used as a basis to arrange a scale that will be satisfactory; the main object being to convey the principle on which the system works.

THE ~~1~~EQUITABLE SYSTEM

This style of dividing purse money also resulted from the effort to devise a method which would be an improvement on the percentage system, in which respect it succeeded admirably.

It operates on the stock company plan, and is based on the merits of a shooter's performance, the basis being the number of targets scored by those who share in a division of the money. Thus if you were shooting a 15-target shoot with four moneys, at \$2.00 entrance, and there were fifty entries, it would give you a net purse of \$100.00. From this you first proceed to deduct the price of targets, at, say, two cents, which would amount to \$15.00, and would leave a purse of \$85.00 to divide among the contestants. The simplest way to handle the event in the cashier's department would be to select all those who scored 15, 14, 13 and 12, and arrange them in this order:

Five men	score	15,	making	a total of	75
Seven	"	14,	"	"	98
Eight	"	13,	"	"	104
Five	"	12,	"	"	60
					<hr/>
Total,					337

It will be seen that those in the money have broken in round numbers a total of 337 targets. Divide the \$85.00 by 337 to ascertain the value of each target. This will be 22 and a fraction of a cent. Multiply the number of targets broken by each of the contestants by 22 and the result will be that the 15's are entitled to \$3.30, the 14's to \$3.08, the 13's to \$2.86 and the 12's to \$2.64.

It will be noticed that all who shared in the division drew out more than their entrance. This, however, would not have been the case if the percentage system had been used, as there were more 13's than 12's and of course they would have received less money. Thus it will be readily seen that the incentive of "dropping for place" is entirely removed.

The shooters of the country are indebted to Mr. J. E. Pumphries, of Columbus, O., for this system, as he is the originator of it.

JACK RABBIT SYSTEM

This was one of the first. The working of this system is quite simple and easily mastered. When you desire to apply it, you place a fixed value on every target or bird. Thus if you are shooting a ten-bird sweep, you could make the value of every bird ten cents, which would make the entrance fee \$1.00. In addition to this, each contestant would be required to pay for his birds extra.

Having established the value of each bird, you proceed to shoot the event, and reimburse each of the contestants at this rate for the number of birds he scores, though you also take from each the same amount for every bird he fails to score, and the aggregate sum accumulated from this source is then divided among those who shoot into first, second, and third place, on a basis of 50, 30 and 20.

To be more explicit, we will figure out an imaginary event on the above basis, with fifteen entries, and assume that the score resulted as follows :

	Entrance	Scored	Drew out	Lost	Won
Dobbins,	\$1.00	7	\$0.70	\$0.30	
Brown,	"	10	1.00	—	\$2.55
Hood,	"	8	.80	.20	.51
Gregg,	"	6	.60	.40	
James,	"	5	.50	.50	
Bruster,	"	6	.60	.40	
Clay,	"	9	.90	.10	.76
Dudley,	"	4	.40	.60	
Rex,	"	6	.60	.40	
Capp,	"	7	.70	.30	
Brownell,	"	6	.60	.40	
Finn,	"	8	.80	.20	.51
Krone,	"	9	.90	.10	.76
Drum,	"	5	.50	.50	
Bond,	"	3	.30	.70	

\$5.10

It will be observed that there were 51 birds lost in this event, which created a fund of \$5.10, to be divided among the three high scores. Thereby Brown gets \$2.55, in addition to his entrance money, as he did not lose a bird. Clay and Krone, who scored nine, get 76 cents, but they had to contribute 10 cents to the fund, as they lost one bird. Hood and Finn, with eight, divide third, and receive 51 cents. The loss of two birds, however, caused them to contribute 20 cents to the fund.

PERCENTAGE SYSTEM

The oldest and until lately the most widely used system is that known as the Percentage system or class shooting. This is also the simplest method of computing what should be paid to each place. If there are to be three moneys, the net purse is divided at the ratio of 50, 30 and 20%. If four moneys, it is 40, 30, 20 and 10. If five moneys, it is 30, 25, 20, 15 and 10. Sometimes, also, this is varied by making it three, four or five equal moneys. But the end is the same. Those shooting ties in the

various places, always divide the purse, and the uncertainty of this feature constitutes the attractiveness of the system. To illustrate, if the net purse be \$100 and a division of four moneys, the straights get 40% of this, or \$40. If there be four clean scores, it would pay each \$10; if ten, it would pay to each only \$4, and so on in each place. This makes it possible for a person shooting out of the moneys several times during the day, to recoup in one event wherein he gets a place alone, that is, without a tie. This element of chance has held the system in favor against many criticisms of unfairness, and makes it still the favorite among expert and fairly good shots.

ROSE SYSTEM

Next in the order of favor and general use to-day is what is known as the Rose system of division. This assigns to each place, a given number of points, and, like the foregoing class system, may be varied to suit local conditions. The points may be made 4, 3, 2, 1; 5, 3, 2, 1; 7, 5, 3, 1—or five or six figures may be used if desired. The system differs from all others in that it maintains an equal ratio and pays best to top scores always, with no chance for big pots as the result of some contestant getting a place alone. Taking the usual division 5, 3, 2 and 1, it may be illustrated thus: With ten contestants at \$2 each, less 2 cents each for targets, there are \$18 in the purse for division. With one straight taking five points, two seconds taking three each, three thirds for two each and one fourth, we have an aggregate of eighteen points. Dividing the net purse by the number of points, we find that each point is worth just \$1. The first gets \$5, second \$3 each, third \$2 each and fourth \$1. When there are many good shots, however, the points are usually much below \$1 and often run as low as 30 cents. Thus, it will be seen that the dropping for place is not fostered by this system, and the element of gambling is entirely eliminated. It is the surest system, but is often condemned, on the other hand, upon the ground that the indifferent shot has no chance whatever to win, while no one can make much of a return.

SECTION V

ADVANTAGES OF A TRAPSHOOTING CLUB TO A TOWN

A live trapshooting club advertises a town or city. Practice shoots and tournaments are reported in the daily papers, circulated by the Associated Press, published in the various sporting periodicals, and the town or city and the people become better known, not only in their immediate vicinity, but all over the country. Shooting leagues will be formed with neighboring towns and cities, and visitors will be brought in—this means new business.

You should have a trapshooting club in your town. Trapshooting is to-day a national pastime, ranking second in prominence to baseball only.

A few years ago the number of active trapshooting clubs in the United States and Canada could have been easily totaled within 500, while at the date of the issuance of this booklet the Du Pont Company alone has a record of over 4000 active trapshooting clubs in the United States and Canada.

Almost all of the yacht, country and athletic clubs now recognize trapshooting officially. Many of the colleges have regular trapshooting clubs—intercollegiate matches are shot annually between teams representing the respective colleges and universities. Hotels at both summer and winter resorts are alive to the importance of trapshooting as an added attraction.

Many of the army posts have established active trapshooting clubs as one of the diversions for the men and officers.

Trapshooting, as outlined above, is more popular to-day than it ever was, and its popularity is increasing daily. The trapshooting game is on a more established basis than ever before. Sweepstakes are being abolished very rapidly by clubs and competition for trophies substituted. Trapshooting has come to stay.

Probably no man did more to bring about a healthier state of affairs in trapshooting than the late Bernard Waters who, when trap editor of "Forest and Stream," ran some ten or twelve years ago a series of articles, entitled "The Confabulations of Cadi," ridiculing in his own unapproachable style the anachronisms in the then existing conditions of the sport, and standing out boldly for a truer and more honest state of things. Thanks in a large measure to his efforts, and also to the good sense of the trapshooting public, who saw the handwriting on the wall and translated its meaning at once, the outlook for the future of the sport was never better than it is to-day.

THE HAND TRAP



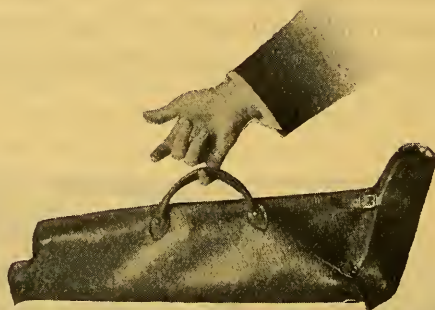
No innovation ever introduced in trapshooting circles begins to approach in popularity the Du Pont Hand Trap. Sportsmen who have shot at targets thrown from the trap proclaim it to be "trapshooting de luxe." The beauty of the hand trap lies in the fact that it may be used whenever and wherever a shotgun may be used. It is the portable gun club for two persons or two hundred. On outings of all kinds, picnics, auto, boating and hunting parties, a hand trap can be included with the other equipment without increasing the weight or bulk to any extent, and it can safely be said that no form of sport or diversion in which the party may indulge will offer the same enjoyment and real hearty fun to spectators and shooters as will trapshooting with a hand trap.



SIMULATING ACTUAL HUNTING CONDITIONS WITH A  HAND TRAP.

For instructing novices and making it possible for women to get acquainted with the delights of trapshooting, the hand trap is just the thing, because with it targets can be regulated in such a manner that the first ones will be easy to hit. This offers encouragement to the new shooters and keeps up their interest. Very soon they will want more difficult targets and there is no limit to the hand trap targets in this respect. For staging novelty events at the gun club the hand trap will always come in handy. Many old shooters say they find trapshooting over the regulation traps monotonous. They cannot say this about hand trap shooting, for an unending variety of targets is possible with the hand trap. They may be thrown in all directions, angles and the speed varied to suit the whim of the operator. No two targets leaving the trap are similar. Thus it offers the best kind of practice for game shooting.

The price of the Du Pont Hand Trap is but \$4.00 delivered, and it can be obtained from nearly all sporting goods or hardware dealers. If not obtainable at your dealers write us.



THE TRAP IN CASE ONLY WEIGHS
ABOUT SEVEN POUNDS

LAYOUTS

FOR

EXPERT TRAPS

AND

AUTOMATIC TRAPS

¶ Miniature Plans for Laying Out Traps and Shooting Grounds.

¶ Working Plans Furnished Free to Any Trapshooting Club on Application to

E. I. DU PONT DE NEMOURS POWDER CO.

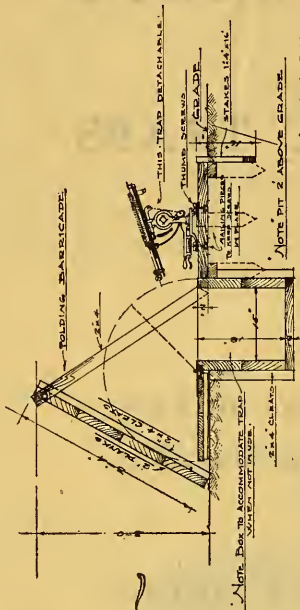
WILMINGTON, DEL., U. S. A.

E. I. DU PONT DE NEMOURS POWDER CO.
WILMINGTON, DELAWARE.

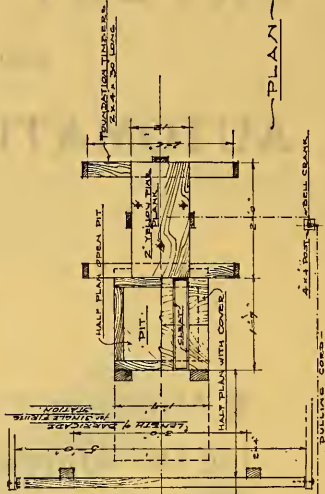
SUGGESTION.
FOR LAY OUT OF
EXPERT TRAP

SCALE 1"=1/8'-1-0'

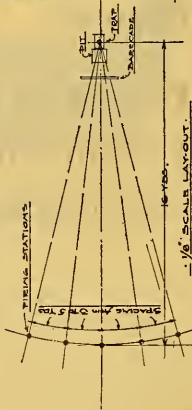
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SECTION

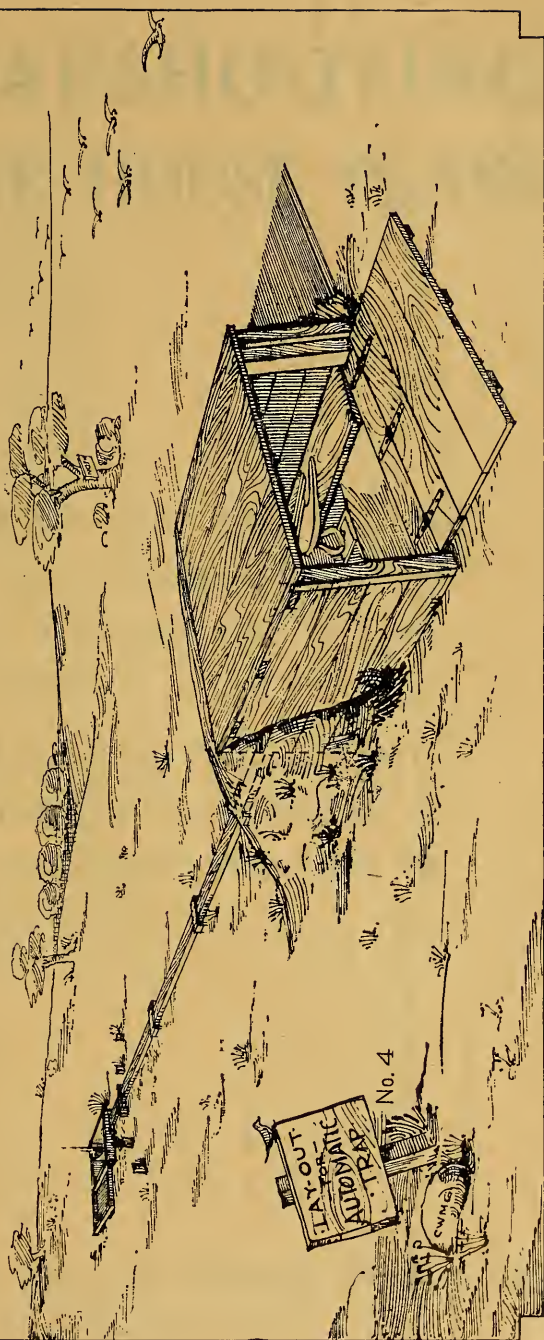


PLAN

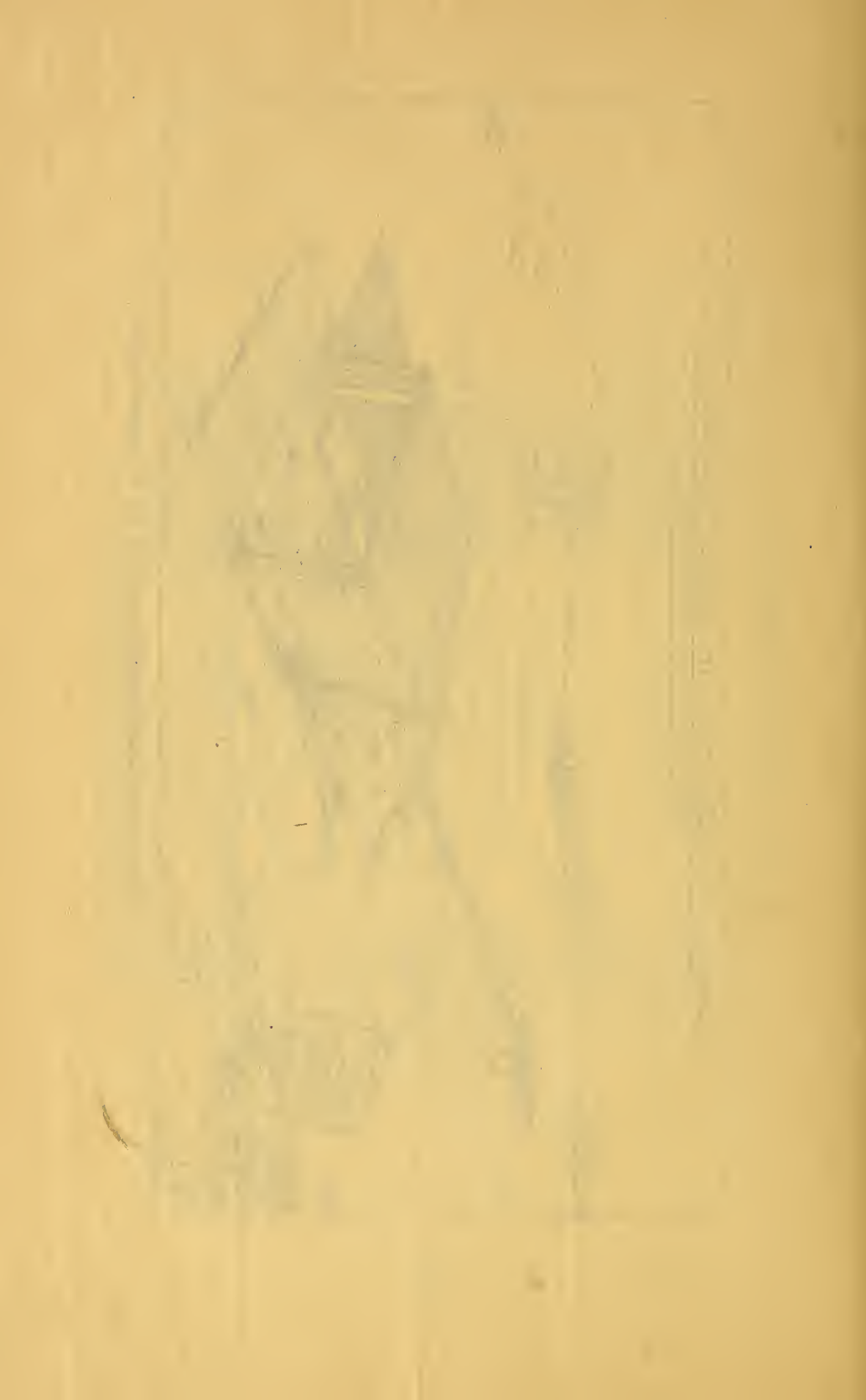


NO. 1—LAYOUT OF GROUNDS AND METHOD OF INSTALLING AND BUILDING A TRAP HOUSE
FOR ONE EXPERT TRAP

E. I. du PONT DE NEMOURS POWDER CO.
WILMINGTON, DELAWARE.



NO. 4.—PERSPECTIVE DRAWING SHOWING TRAP HOUSE FOR AN AUTOMATIC TRAP



TRAPSHOOTING CLUB HOUSE PLANS

¶ Miniature Plans of Club Houses Ranging from \$100 to \$1300, the Cost of Construction.

¶ Working Plans and Specifications Furnished Free to any Trapshooting Club on application to

E. I. DU PONT DE NEMOURS POWDER CO.
WILMINGTON, DEL., U. S. A.

DESIGN-NO 1.

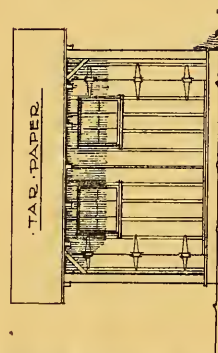
DESIGN

TRAPSHOOTING-CLUB-HOUSE

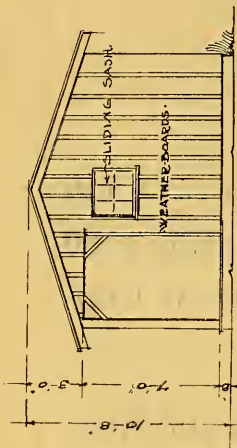
APPROX. COST OF CONSTRUCTION

\$10000

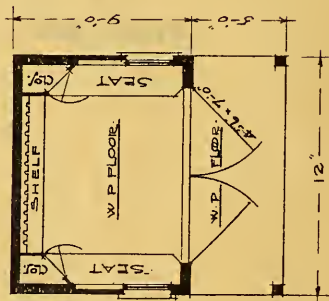
E. I. DU PONT DE NEMOURS POWDER CO.
WILMINGTON, DEL.
1911.



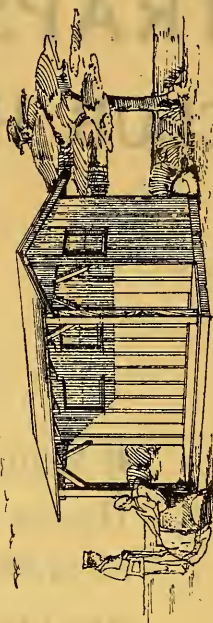
FRONT



SIDE

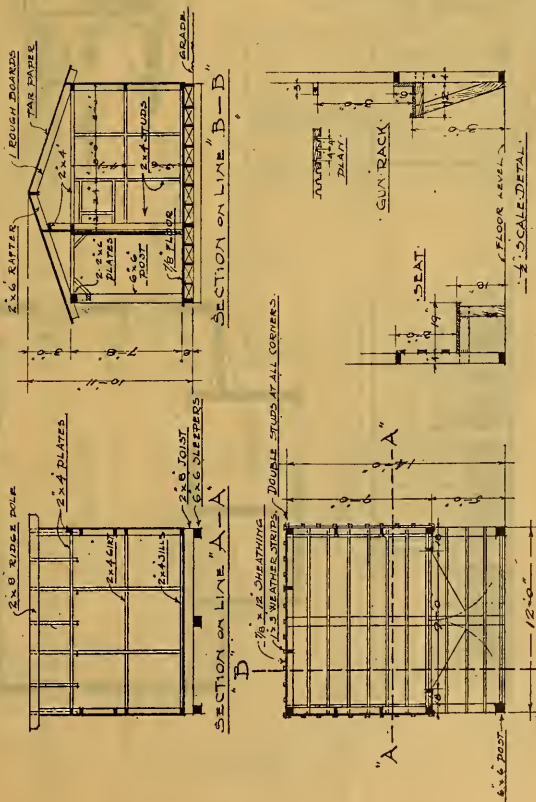


PLAN



SCALE 1/4" = ONE FOOT

DESIGN.



CARPENTER WORK

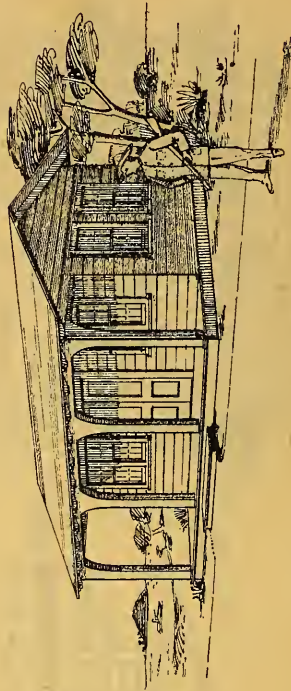
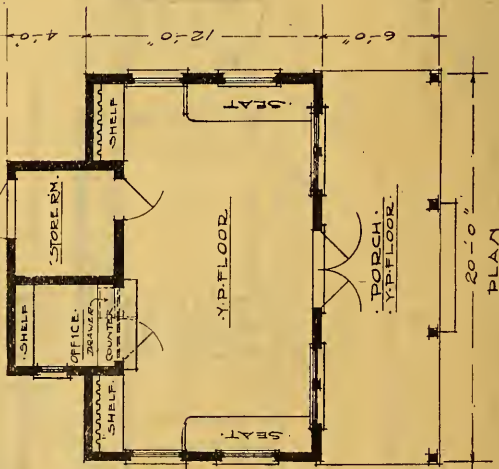
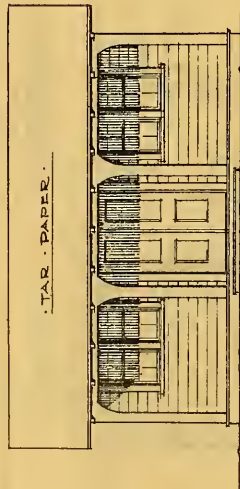
1956 FT LUMBER	5.00
SASH	4.00
TAR PAPER	1.95
HARDWARE	5.00
LABOR	25.20
CARTAGE & MARSHING	2.00
PAINTS & GALS. JALISCO COLOR @ 1200	2.60
LABOR	3.00
	68.25

SUNDRIES

$$\begin{array}{r} 93.85 \\ 6.15 \\ \hline 100.00 \end{array}$$
[illegible]

DESIGN-NO 2.

DESIGN
FOR
TRAPSHOOTING-CLUB-HOUSE
APPROX. COST OF CONSTRUCTION
\$300.00
E. J. DU PONT DE NEMOURS POWDER CO.
WILMINGTON, DEL.
—1911—



SCALE 1" = ONE FOOT.

TRAPSHOOTING - CLUB-HOUSE

DESIGN # 2

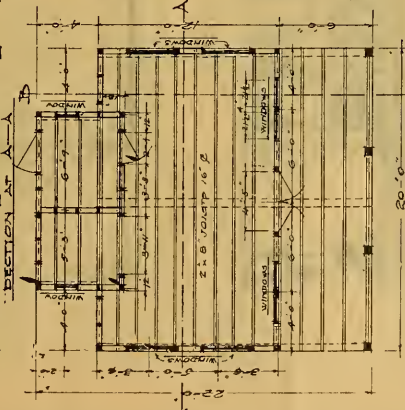
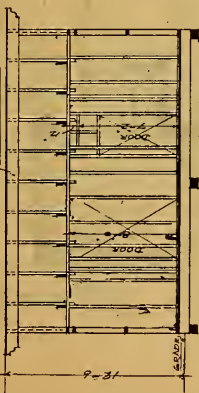
APPROX. COST OF CONSTRUCTION

\$ 3,000.00

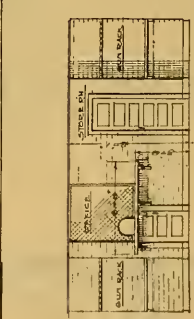
E. J. DU PONT DE NEMOURS FOUNDER & CO.

WILMINGTON, DEL.

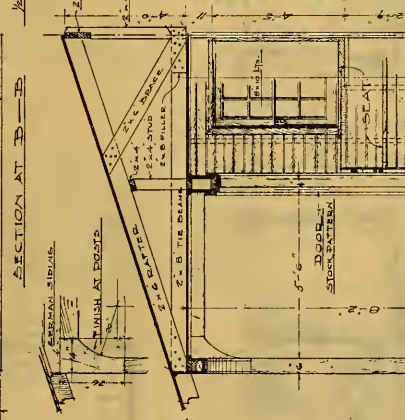
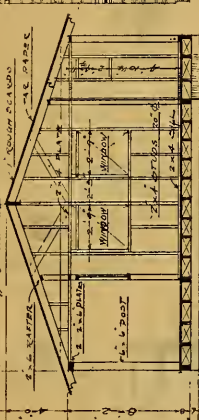
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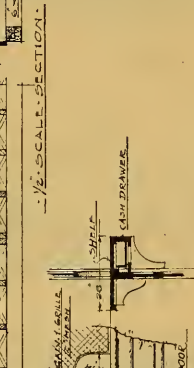
NOTE: DOUBLE STUDS AT ALL CORNERS



INTERIOR - ELEVATION - 1/2" SCALE



NOTE: DOUBLE STUDS AT ALL CORNERS



INTERIOR - ELEVATION - 1/2" SCALE

BILL OF MATERIALS

NO.	DESCRIPTION	QUANTITY	UNIT	PRICE	TOTAL
1	2x4 SILLING	14.7	@	\$2.25	\$33.08
2	2x6 JOIST	10.0	@	\$2.50	\$25.00
3	2x8 JOIST	10.0	@	\$3.00	\$30.00
4	2x10 JOIST	10.0	@	\$3.50	\$35.00
5	2x12 JOIST	10.0	@	\$4.00	\$40.00
6	2x14 JOIST	10.0	@	\$4.50	\$45.00
7	2x16 JOIST	10.0	@	\$5.00	\$50.00
8	2x18 JOIST	10.0	@	\$5.50	\$55.00
9	2x20 JOIST	10.0	@	\$6.00	\$60.00
10	2x22 JOIST	10.0	@	\$6.50	\$65.00
11	2x24 JOIST	10.0	@	\$7.00	\$70.00
12	2x26 JOIST	10.0	@	\$7.50	\$75.00
13	2x28 JOIST	10.0	@	\$8.00	\$80.00
14	2x30 JOIST	10.0	@	\$8.50	\$85.00
15	2x32 JOIST	10.0	@	\$9.00	\$90.00
16	2x34 JOIST	10.0	@	\$9.50	\$95.00
17	2x36 JOIST	10.0	@	\$10.00	\$100.00
18	2x38 JOIST	10.0	@	\$10.50	\$105.00
19	2x40 JOIST	10.0	@	\$11.00	\$110.00
20	2x42 JOIST	10.0	@	\$11.50	\$115.00
21	2x44 JOIST	10.0	@	\$12.00	\$120.00
22	2x46 JOIST	10.0	@	\$12.50	\$125.00
23	2x48 JOIST	10.0	@	\$13.00	\$130.00
24	2x50 JOIST	10.0	@	\$13.50	\$135.00
25	2x52 JOIST	10.0	@	\$14.00	\$140.00
26	2x54 JOIST	10.0	@	\$14.50	\$145.00
27	2x56 JOIST	10.0	@	\$15.00	\$150.00
28	2x58 JOIST	10.0	@	\$15.50	\$155.00
29	2x60 JOIST	10.0	@	\$16.00	\$160.00
30	2x62 JOIST	10.0	@	\$16.50	\$165.00
31	2x64 JOIST	10.0	@	\$17.00	\$170.00
32	2x66 JOIST	10.0	@	\$17.50	\$175.00
33	2x68 JOIST	10.0	@	\$18.00	\$180.00
34	2x70 JOIST	10.0	@	\$18.50	\$185.00
35	2x72 JOIST	10.0	@	\$19.00	\$190.00
36	2x74 JOIST	10.0	@	\$19.50	\$195.00
37	2x76 JOIST	10.0	@	\$20.00	\$200.00
38	2x78 JOIST	10.0	@	\$20.50	\$205.00
39	2x80 JOIST	10.0	@	\$21.00	\$210.00
40	2x82 JOIST	10.0	@	\$21.50	\$215.00
41	2x84 JOIST	10.0	@	\$22.00	\$220.00
42	2x86 JOIST	10.0	@	\$22.50	\$225.00
43	2x88 JOIST	10.0	@	\$23.00	\$230.00
44	2x90 JOIST	10.0	@	\$23.50	\$235.00
45	2x92 JOIST	10.0	@	\$24.00	\$240.00
46	2x94 JOIST	10.0	@	\$24.50	\$245.00
47	2x96 JOIST	10.0	@	\$25.00	\$250.00
48	2x98 JOIST	10.0	@	\$25.50	\$255.00
49	2x100 JOIST	10.0	@	\$26.00	\$260.00
50	2x102 JOIST	10.0	@	\$26.50	\$265.00
51	2x104 JOIST	10.0	@	\$27.00	\$270.00
52	2x106 JOIST	10.0	@	\$27.50	\$275.00
53	2x108 JOIST	10.0	@	\$28.00	\$280.00
54	2x110 JOIST	10.0	@	\$28.50	\$285.00
55	2x112 JOIST	10.0	@	\$29.00	\$290.00
56	2x114 JOIST	10.0	@	\$29.50	\$295.00
57	2x116 JOIST	10.0	@	\$30.00	\$300.00
58	2x118 JOIST	10.0	@	\$30.50	\$305.00
59	2x120 JOIST	10.0	@	\$31.00	\$310.00
60	2x122 JOIST	10.0	@	\$31.50	\$315.00
61	2x124 JOIST	10.0	@	\$32.00	\$320.00
62	2x126 JOIST	10.0	@	\$32.50	\$325.00
63	2x128 JOIST	10.0	@	\$33.00	\$330.00
64	2x130 JOIST	10.0	@	\$33.50	\$335.00
65	2x132 JOIST	10.0	@	\$34.00	\$340.00
66	2x134 JOIST	10.0	@	\$34.50	\$345.00
67	2x136 JOIST	10.0	@	\$35.00	\$350.00
68	2x138 JOIST	10.0	@	\$35.50	\$355.00
69	2x140 JOIST	10.0	@	\$36.00	\$360.00
70	2x142 JOIST	10.0	@	\$36.50	\$365.00
71	2x144 JOIST	10.0	@	\$37.00	\$370.00
72	2x146 JOIST	10.0	@	\$37.50	\$375.00
73	2x148 JOIST	10.0	@	\$38.00	\$380.00
74	2x150 JOIST	10.0	@	\$38.50	\$385.00
75	2x152 JOIST	10.0	@	\$39.00	\$390.00
76	2x154 JOIST	10.0	@	\$39.50	\$395.00
77	2x156 JOIST	10.0	@	\$40.00	\$400.00
78	2x158 JOIST	10.0	@	\$40.50	\$405.00
79	2x160 JOIST	10.0	@	\$41.00	\$410.00
80	2x162 JOIST	10.0	@	\$41.50	\$415.00
81	2x164 JOIST	10.0	@	\$42.00	\$420.00
82	2x166 JOIST	10.0	@	\$42.50	\$425.00
83	2x168 JOIST	10.0	@	\$43.00	\$430.00
84	2x170 JOIST	10.0	@	\$43.50	\$435.00
85	2x172 JOIST	10.0	@	\$44.00	\$440.00
86	2x174 JOIST	10.0	@	\$44.50	\$445.00
87	2x176 JOIST	10.0	@	\$45.00	\$450.00
88	2x178 JOIST	10.0	@	\$45.50	\$455.00
89	2x180 JOIST	10.0	@	\$46.00	\$460.00
90	2x182 JOIST	10.0	@	\$46.50	\$465.00
91	2x184 JOIST	10.0	@	\$47.00	\$470.00
92	2x186 JOIST	10.0	@	\$47.50	\$475.00
93	2x188 JOIST	10.0	@	\$48.00	\$480.00
94	2x190 JOIST	10.0	@	\$48.50	\$485.00
95	2x192 JOIST	10.0	@	\$49.00	\$490.00
96	2x194 JOIST	10.0	@	\$49.50	\$495.00
97	2x196 JOIST	10.0	@	\$50.00	\$500.00
98	2x198 JOIST	10.0	@	\$50.50	\$505.00
99	2x200 JOIST	10.0	@	\$51.00	\$510.00
100	2x202 JOIST	10.0	@	\$51.50	\$515.00

HARDWARE			@	102.16
1	2x4 SILLING	14.7	@	1.50
2	2x6 JOIST	10.0	@	1.50
3	2x8 JOIST	10.0	@	1.50
4	2x10 JOIST	10.0	@	1.50
5	2x12 JOIST	10.0	@	1.50
6	2x14 JOIST	10.0	@	1.50
7	2x16 JOIST	10.0	@	1.50
8	2x18 JOIST	10.0	@	1.50
9	2x20 JOIST	10.0	@	1.50
10	2x22 JOIST	10.0	@	1.50
11	2x24 JOIST	10.0	@	1.50
12	2x26 JOIST	10.0	@	1.50
13	2x28 JOIST	10.0	@	1.50
14	2x30 JOIST	10.0	@	1.50
15	2x32 JOIST	10.0	@	1.50
16	2x34 JOIST	10.0	@	1.50
17	2x36 JOIST	10.0	@	1.50
18	2x38 JOIST	10.0	@	1.50
19	2x40 JOIST	10.0	@	1.50
20	2x42 JOIST	10.0	@	1.50
21	2x44 JOIST	10.0	@	1.50
22	2x46 JOIST	10.0	@	1.50
23	2x48 JOIST	10.0	@	1.50
24	2x50 JOIST	10.0	@	1.50
25	2x52 JOIST	10.0	@	1.50
26	2x54 JOIST	10.0	@	1.50
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29	2x60 JOIST	10.0	@	1.50
30	2x62 JOIST	10.0	@	1.50
31	2x64 JOIST	10.0	@	1.50
32	2x66 JOIST	10.0	@	1.50
33	2x68 JOIST	10.0	@	1.50
34	2x70 JOIST	10.0	@	1.50
35	2x72 JOIST	10.0	@	1.50
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37	2x76 JOIST	10.0	@	1.50
38	2x78 JOIST	10.0	@	1.50
39	2x80 JOIST	10.0	@	1.50
40	2x82 JOIST	10.0	@	1.50
41	2x84 JOIST	10.0	@	1.50
42	2x86 JOIST	10.0	@	1.50
43	2x88 JOIST	10.0	@	1.50
44	2x90 JOIST	10.0	@	1.50
45	2x92 JOIST	10.0	@	1.50
46	2x94 JOIST	10.0	@	1.50
47	2x96 JOIST	10.0	@	1.50
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52	2x106 JOIST	10.0	@	1.50
53	2x108 JOIST	10.0	@	1.50
54	2x110 JOIST	10.0	@	1.50
55	2x112 JOIST	10.0	@	1.50
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67	2x136 JOIST	10.0	@	1.50
68	2x138 JOIST	10.0	@	1.50
69	2x140 JOIST	10.0	@	1.50
70	2x142 JOIST	10.0	@	1.50
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72	2x146 JOIST	10.0	@	1.50
73	2x148 JOIST	10.0	@	1.50
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78	2x158 JOIST	10.0	@	1.50
79	2x160 JOIST	10.0	@	1.50
80	2x162 JOIST	10.0	@	1.50
81	2x164 JOIST	10.0	@	1.50
82	2x166 JOIST	10.0	@	1.50
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109	2x220 JOIST	10.0	@	1.50
110	2x222 JOIST	10.0	@	1.50
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120	2x242 JOIST	10.0	@	1.50
121	2x244 JOIST	10.0	@	1.50
122	2x246 JOIST	10.0	@	1.50
123	2x248 JOIST	10.0	@	1.50
124	2x250 JOIST	10.0	@	1.50
125	2x252 JOIST	10.0	@	1.50
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127	2x256 JOIST	10.0	@	1.50
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132	2x266 JOIST	10.0	@	1.50
133	2x268 JOIST	10.0	@	1.50
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135	2x272 JOIST	10.0	@	1.50
136	2x274 JOIST	10.0	@	1.50
137	2x276 JOIST	10.0	@	1.50
138	2x278 JOIST	10.0	@	1.50
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140	2x282 JOIST	10.0	@	1.50
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161	2x324 JOIST	10.0	@	1.50
162	2x326 JOIST	10.0	@	1.50
163	2x328 JOIST	10.0	@	1.50
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DESIGN-NO 3.

DESIGN
FOR

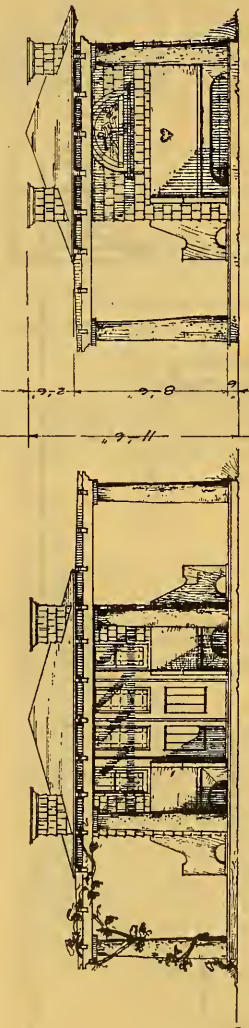
TRAPSHOOTING-CLUB-HOUSE

APPROX. COST OF CONSTRUCTION

\$ 500.00.

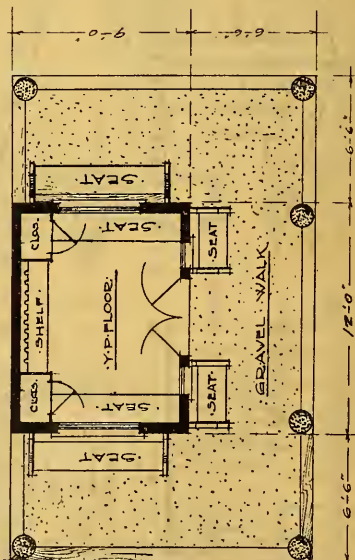
E. I. DU PONT DE NEMOURS POWDER CO.

WILMINGTON, DEL.



FRONT.

SIDE.



PLAN.

DESIGN

TOP
TRAPSHOOTING-CLUB-HOUSE

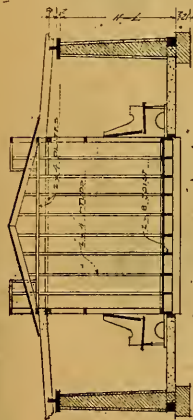
APPROX. COST OF CONSTRUCTION

APPROX. COST OF CONSTRUCTION
\$ 500.00

E. I. du Pont de Nemours Powder Co.

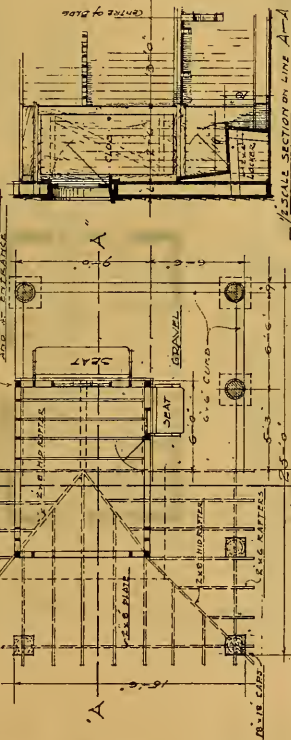
.1911.

BILL of MATERIALS.

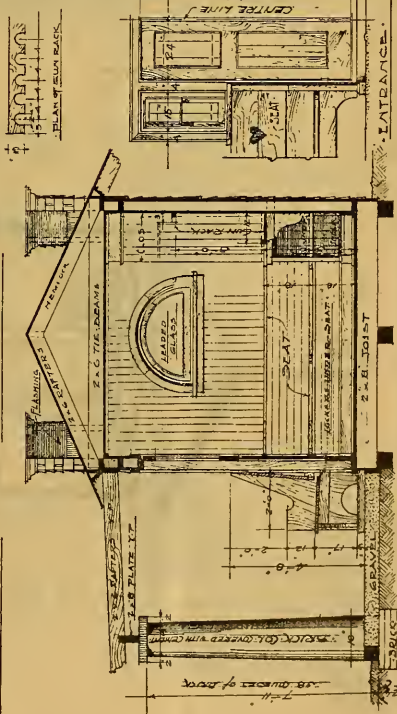


SECTION AT A-A.

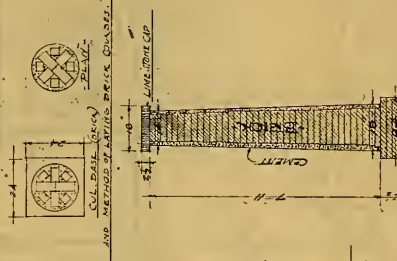
SECTION AT B-B



CHALF. PLAN. ST. ROOT. -
B. - HALP. PLAT. AT. GRADE. -



12. 4. 18

[illegible]

COST OF MATERIALS & LABOR -

[illegible]

SUNDRIES
INC. SUPPL. GRADING
TOTAL CO

SCALF $1/2 = 1/4 - 1/8$

DESIGN-NO 4.

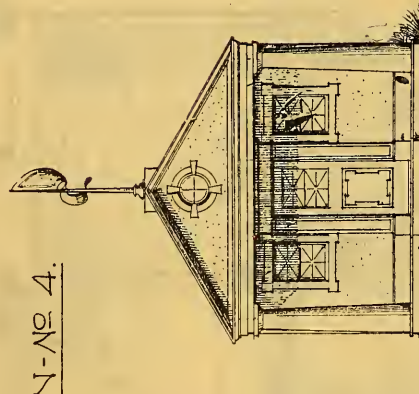


DESIGN
FOR

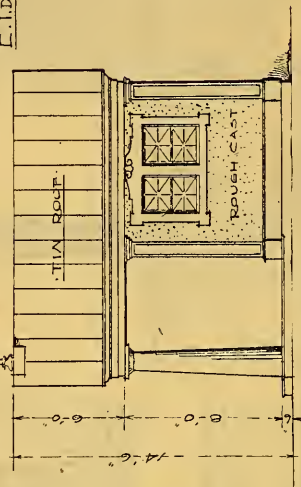
TRAPSHOOTING-CLUB-HOUSE

APPROX. COST OF CONSTRUCTION
\$700.00

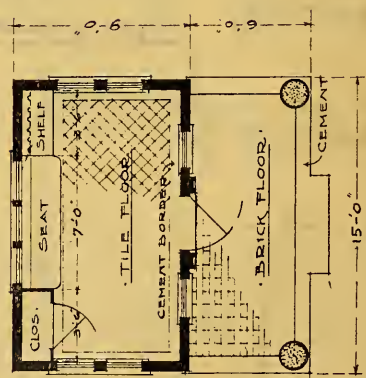
E. I. DU PONT DE NEMOURS POWDER CO.
WILMINGTON, DEL.
- 1911 -



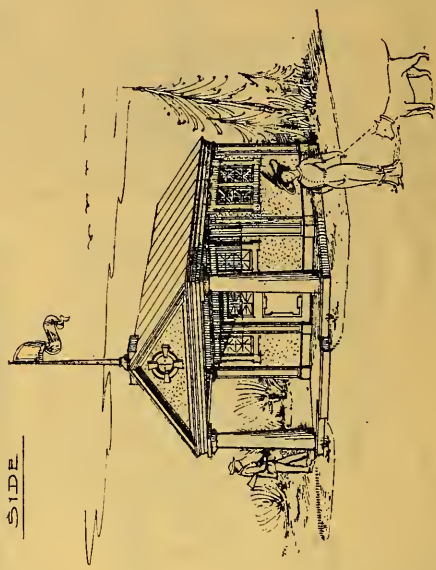
FRONT



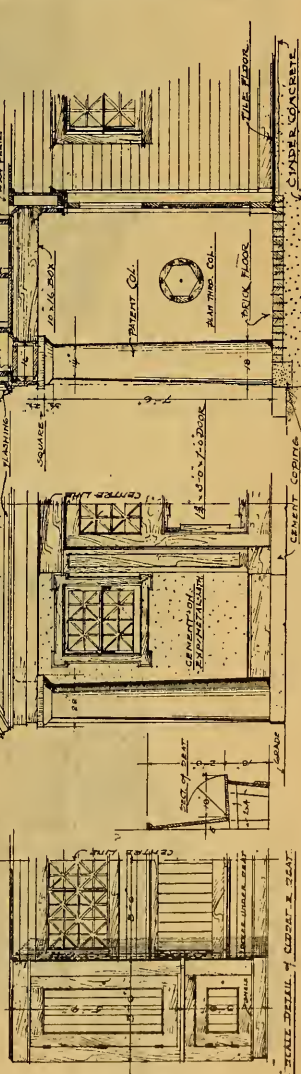
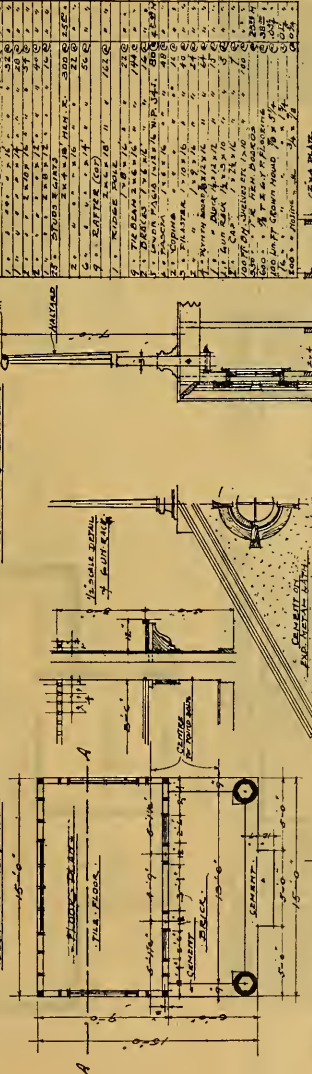
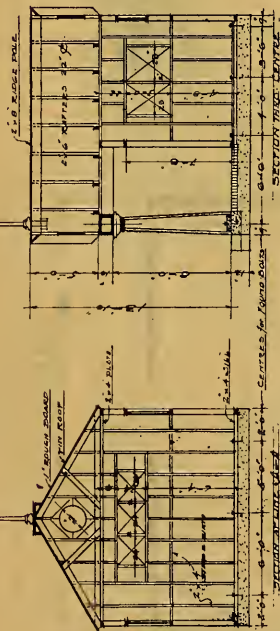
SIDE



PLAN



SCALE 1/4" = ONE FOOT



CONCRETE		QUANTITIES		UNIT PRICES		TOTALS	
CEMENT		1.00		1.00		1.00	
SAND		1.00		1.00		1.00	
BRICKS		1.00		1.00		1.00	
WOOD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
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STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
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STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
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ZINC		1.00		1.00		1.00	
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GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
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ZINC		1.00		1.00		1.00	
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PAINT		1.00		1.00		1.00	
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COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
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GLASS		1.00		1.00		1.00	
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GLASS		1.00		1.00		1.00	
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IRON		1.00		1.00		1.00	
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PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00		1.00	
ZINC		1.00		1.00		1.00	
LEAD		1.00		1.00		1.00	
GLASS		1.00		1.00		1.00	
PAINT		1.00		1.00		1.00	
IRON		1.00		1.00		1.00	
STEEL		1.00		1.00		1.00	
COPPER		1.00		1.00			

DESIGN NO. 5.

DESIGN
NO.

TRAPSHOOTING CLUB HOUSE.

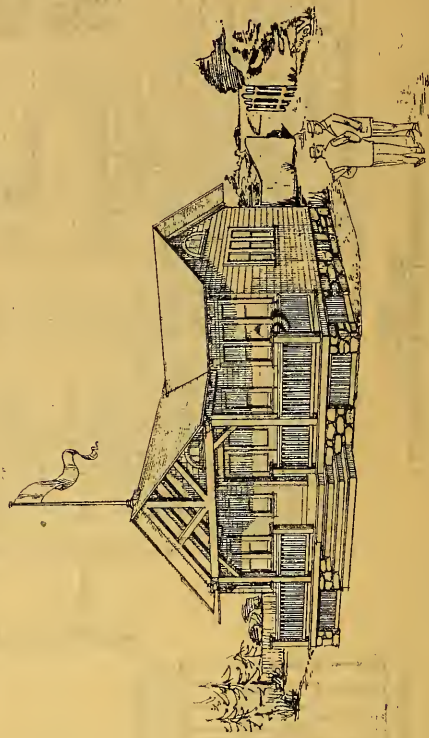
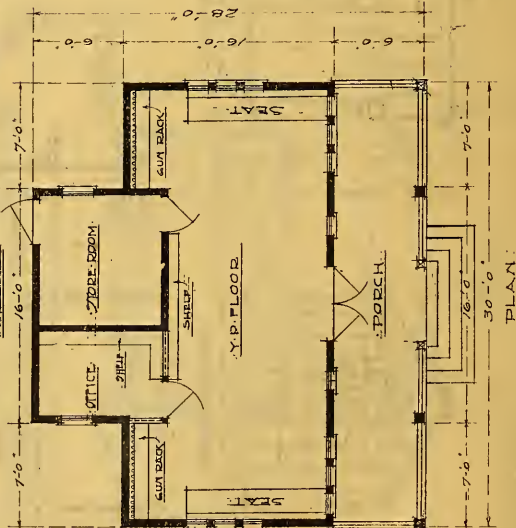
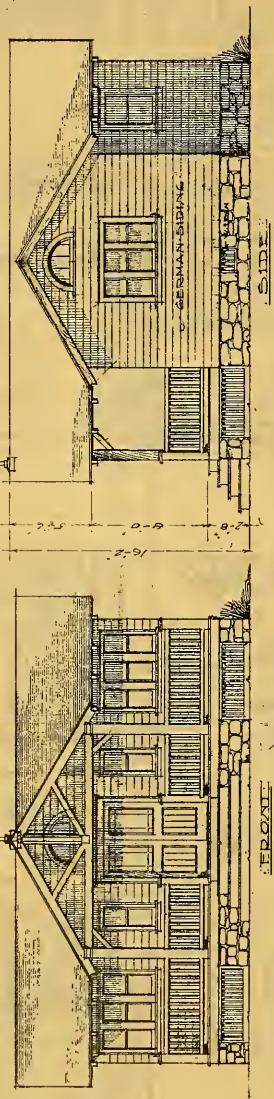
APPROX. COST OF CONSTRUCTION

\$5,000.00

E. J. DU PONT DE NEMOURS POWDER CO.

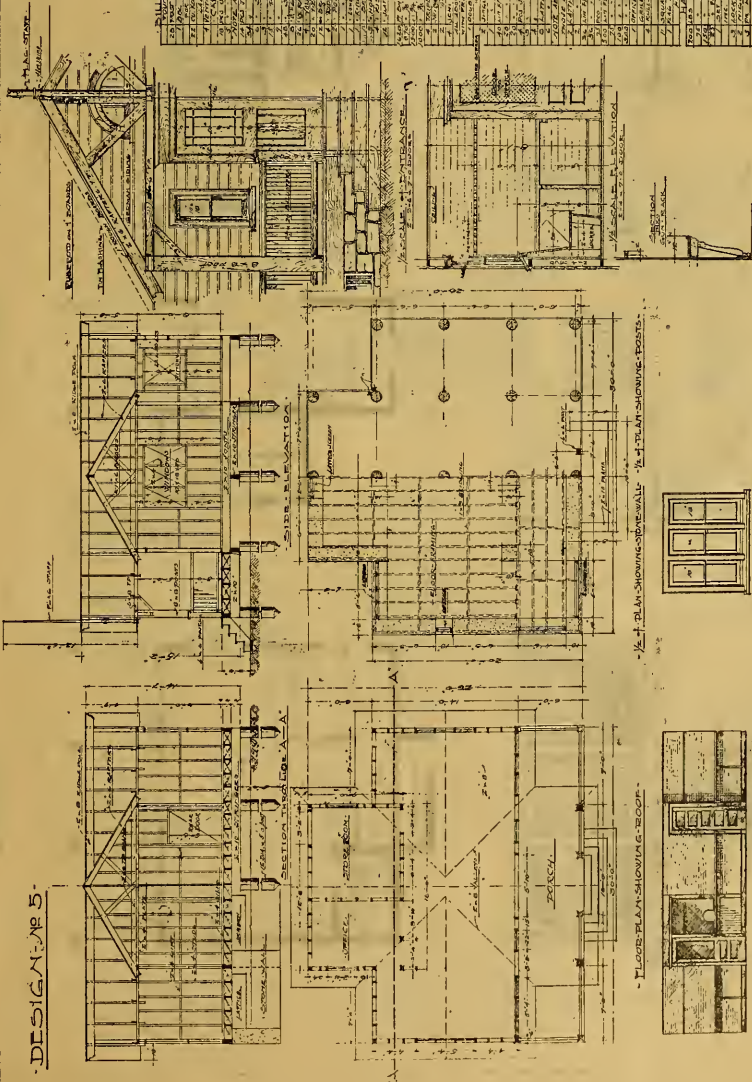
WILMINGTON, DEL.

1911



SCALE 1" = ONE FOOT

DESIGN NO. 5



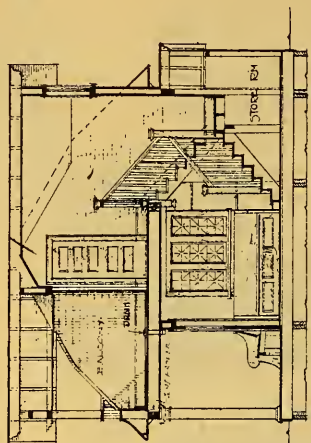
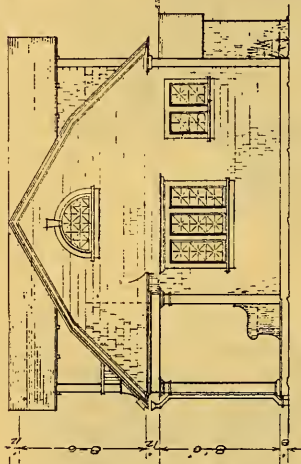
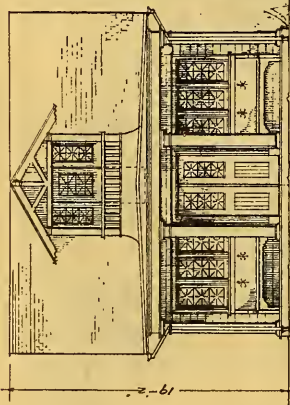
DESIGN
TRAPSHOOTING CLUB-HOUSE
ATTACHED SHED AT CONSTRUCTION
F. H. PRATT ARCHITECTURAL CO.
WILMINGTON, DEL.
1911

1. FLOOR PLAN	1.000
2. SIDE ELEVATION	1.000
3. SECTION	1.000
4. DETAIL OF PORCH	1.000
5. DETAIL OF ROOF	1.000
6. DETAIL OF FLOOR	1.000
7. DETAIL OF WALL	1.000
8. DETAIL OF DOOR	1.000
9. DETAIL OF WINDOW	1.000
10. DETAIL OF STAIR	1.000
11. DETAIL OF BASE	1.000
12. DETAIL OF CORNER	1.000
13. DETAIL OF JOINT	1.000
14. DETAIL OF TRIM	1.000
15. DETAIL OF FINISH	1.000
16. DETAIL OF PAINT	1.000
17. DETAIL OF GLASS	1.000
18. DETAIL OF METAL	1.000
19. DETAIL OF WOOD	1.000
20. DETAIL OF STONE	1.000
21. DETAIL OF BRICK	1.000
22. DETAIL OF TILE	1.000
23. DETAIL OF ROOFING	1.000
24. DETAIL OF INSULATION	1.000
25. DETAIL OF VENTILATION	1.000
26. DETAIL OF LIGHTING	1.000
27. DETAIL OF HEATING	1.000
28. DETAIL OF PLUMBING	1.000
29. DETAIL OF ELECTRICAL	1.000
30. DETAIL OF FURNITURE	1.000
31. DETAIL OF DECORATION	1.000
32. DETAIL OF LANDSCAPE	1.000
33. DETAIL OF GARDEN	1.000
34. DETAIL OF DRIVE	1.000
35. DETAIL OF FENCE	1.000
36. DETAIL OF GATE	1.000
37. DETAIL OF WALK	1.000
38. DETAIL OF PATH	1.000
39. DETAIL OF TERRACE	1.000
40. DETAIL OF BALCONY	1.000
41. DETAIL OF PORCH	1.000
42. DETAIL OF STAIR	1.000
43. DETAIL OF BASE	1.000
44. DETAIL OF CORNER	1.000
45. DETAIL OF JOINT	1.000
46. DETAIL OF TRIM	1.000
47. DETAIL OF FINISH	1.000
48. DETAIL OF PAINT	1.000
49. DETAIL OF GLASS	1.000
50. DETAIL OF METAL	1.000
51. DETAIL OF WOOD	1.000
52. DETAIL OF STONE	1.000
53. DETAIL OF BRICK	1.000
54. DETAIL OF TILE	1.000
55. DETAIL OF ROOFING	1.000
56. DETAIL OF INSULATION	1.000
57. DETAIL OF VENTILATION	1.000
58. DETAIL OF LIGHTING	1.000
59. DETAIL OF HEATING	1.000
60. DETAIL OF PLUMBING	1.000
61. DETAIL OF ELECTRICAL	1.000
62. DETAIL OF FURNITURE	1.000
63. DETAIL OF DECORATION	1.000
64. DETAIL OF LANDSCAPE	1.000
65. DETAIL OF GARDEN	1.000
66. DETAIL OF DRIVE	1.000
67. DETAIL OF FENCE	1.000
68. DETAIL OF GATE	1.000
69. DETAIL OF WALK	1.000
70. DETAIL OF PATH	1.000
71. DETAIL OF TERRACE	1.000
72. DETAIL OF BALCONY	1.000
73. DETAIL OF PORCH	1.000
74. DETAIL OF STAIR	1.000
75. DETAIL OF BASE	1.000
76. DETAIL OF CORNER	1.000
77. DETAIL OF JOINT	1.000
78. DETAIL OF TRIM	1.000
79. DETAIL OF FINISH	1.000
80. DETAIL OF PAINT	1.000
81. DETAIL OF GLASS	1.000
82. DETAIL OF METAL	1.000
83. DETAIL OF WOOD	1.000
84. DETAIL OF STONE	1.000
85. DETAIL OF BRICK	1.000
86. DETAIL OF TILE	1.000
87. DETAIL OF ROOFING	1.000
88. DETAIL OF INSULATION	1.000
89. DETAIL OF VENTILATION	1.000
90. DETAIL OF LIGHTING	1.000
91. DETAIL OF HEATING	1.000
92. DETAIL OF PLUMBING	1.000
93. DETAIL OF ELECTRICAL	1.000
94. DETAIL OF FURNITURE	1.000
95. DETAIL OF DECORATION	1.000
96. DETAIL OF LANDSCAPE	1.000
97. DETAIL OF GARDEN	1.000
98. DETAIL OF DRIVE	1.000
99. DETAIL OF FENCE	1.000
100. DETAIL OF GATE	1.000



SCALE 1/4" = 1'-0" DEEPT

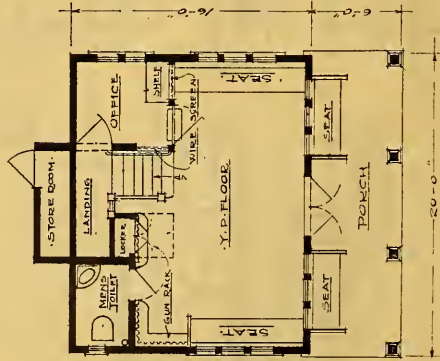
DESIGN-NO. 6.



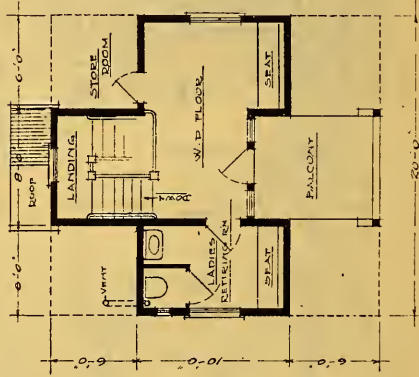
FRONT

SIDE

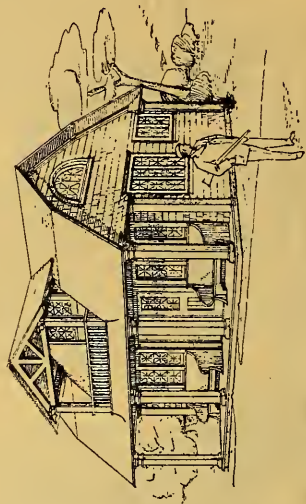
SECTION



1st FLOOR



2nd FLOOR

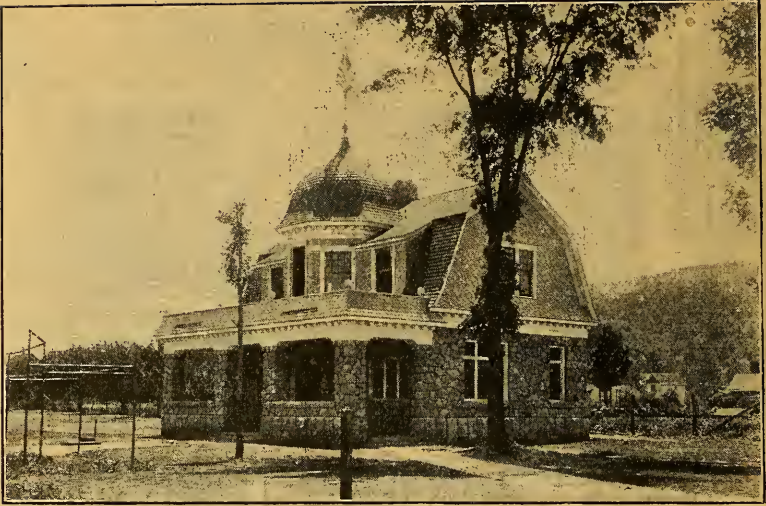


DESIGN
FOR
TRAPSHOOTING CLUB-HOUSE
APPROX. COST OF CONSTRUCTION
\$45000
E. DUPONT DE NEMOURS POWDER CO.
WILMINGTON, DEL.
-1911-

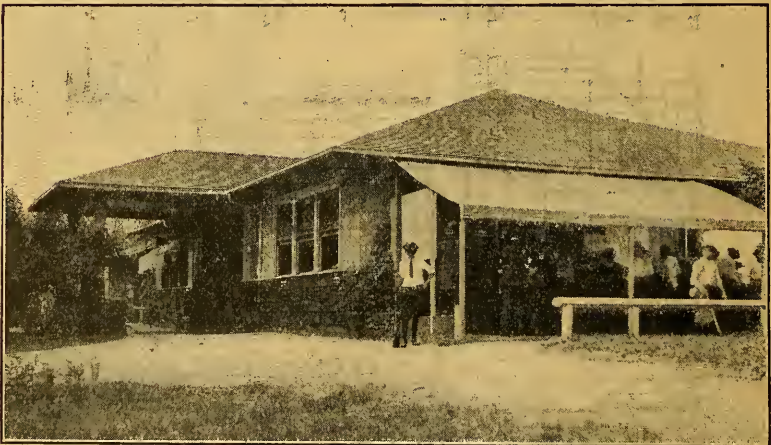
SCALE 1/4" = ONE FOOT

DESIGN FOR
TRAPSHOOTING-CLUB-HOUSE
APPROX. COST OF CONSTRUCTION \$150000
E. L. HARRINGTON & SONS, PAINTER CO.
WILMINGTON, DEL.





BRADFORD, PA., TRAPSHOOTING CLUB'S HOME



CHICAGO TRAPSHOOTING CLUB, CHICAGO, ILL.

PRINCIPAL PRODUCTS

THE PROVED RESULTS OF 112 YEARS'
LEADERSHIP IN THE EXPLOSIVES' BUSINESS

DYNAMITES

- DU PONT STRAIGHT**—For Quarrying, Mudcapping, Ditching and Hard Rock Work.
- RED CROSS STRAIGHT**—A "Low Freezing," Quick Acting Explosive for Quarrying and Excavating.
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